

## FREE: GUIDE TO FINAL FANTASY'S HIDDEN SECTIONS

# PLAYSTATION

PRO

ISSUE 16 JANUARY 1998 £2.95

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# MARVEL SUPER HEROES

## CAPCOM'S COMIC BOOK CORKER - REVIEWED!

# GRAND THEFT AUTO

## COME JOIN THE JOYRIDE

# DUKE NUKEM 3D

## COME GET SOME, BABY



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# HAPPY NEW YEAR?

# WE REVEAL SONY'S TOP 100 TITLES FOR '98



PLAYSTATION PRC



50

**REVIEWED: FIFA 98 • SHADOW MASTER • BROKEN SWORD 2 • FELONY 1175**





# NEW

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### 06 - News

All the latest from the world of PlayStation plus two great competitions giving you the chance to win some top free stuff

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### 84 - Psygnosis Compo

Possibly the best competition in our history. We have over two grands worth of prizes to tie in with Psygnosis' successful year which saw them launch the likes of G-Police, Colony Wars, Overboard, F1 '97 and Power Soccer 2. Can you afford not to enter?

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Think you can do it better than us? Well you're probably right, but you'll have to prove it to the world by sending us your own efforts

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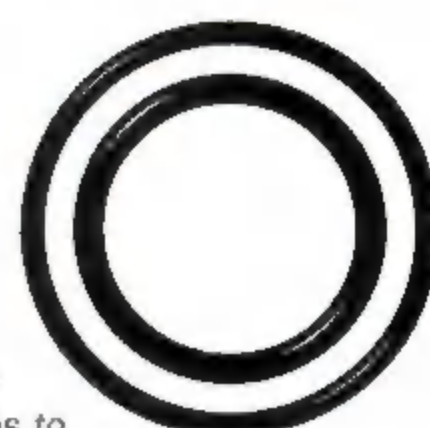
Don't even think about buying a game before you've checked its worth in our comprehensive buyer's guide listings. Every single PSX title ever released is reviewed and rated in this special section, plus we even give you our hot list of recommendations too, in order to enhance your game collection to the max



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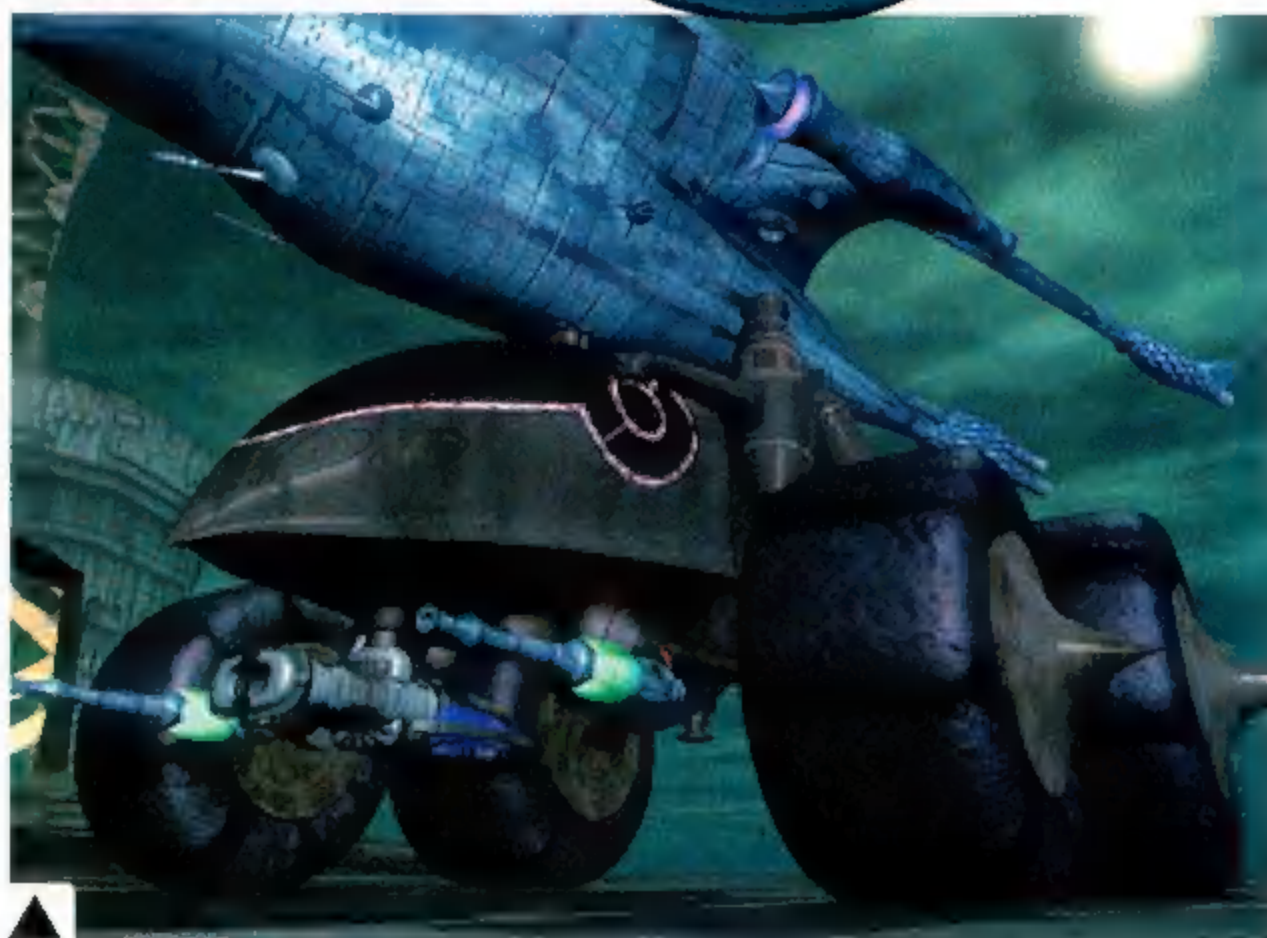
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IDG  
MEDIA

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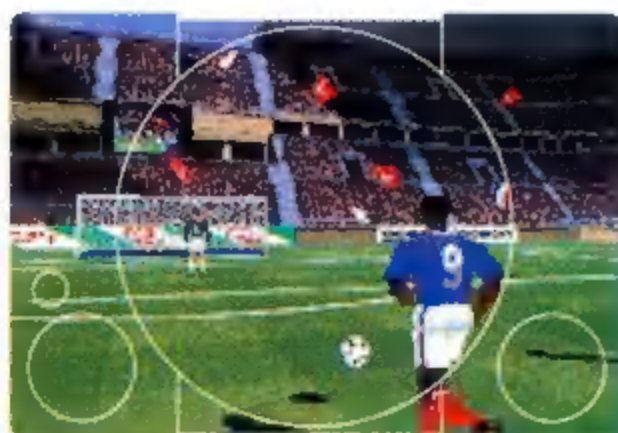
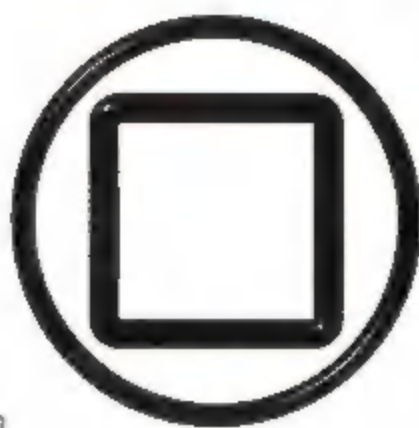


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Wow, a FIFA game that looks and plays the business. Unbelievable!

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Wow. A fighting game. You're kidding etc etc. Well it's Street Fighter with comic book heroes. Marvellous

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Midway's arcade classic reaches the PlayStation in time for all those nights in after the pub

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At least Formula Karts takes a different angle to the tired racing genre. It's fast, furious and fun. Check out our review

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Sony's Resident Evil'em-up finally makes arrives. We like it lots. Maybe that's because we've waited for the final version before reviewing it

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Another game that's been slipping slightly, but nevertheless this sequel is still a bit of a cracker. Especially if you like adventure games

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Psygnosis put their new-honed 3D skills to the test once again and produce another stunning looking game

### 46 - FIFA: Road to World Cup 98

A FIFA game that lives up to its high expectations? We kid you not. We can't stop playing it. Well Andy can't anyway, that's why he's done so little work this month

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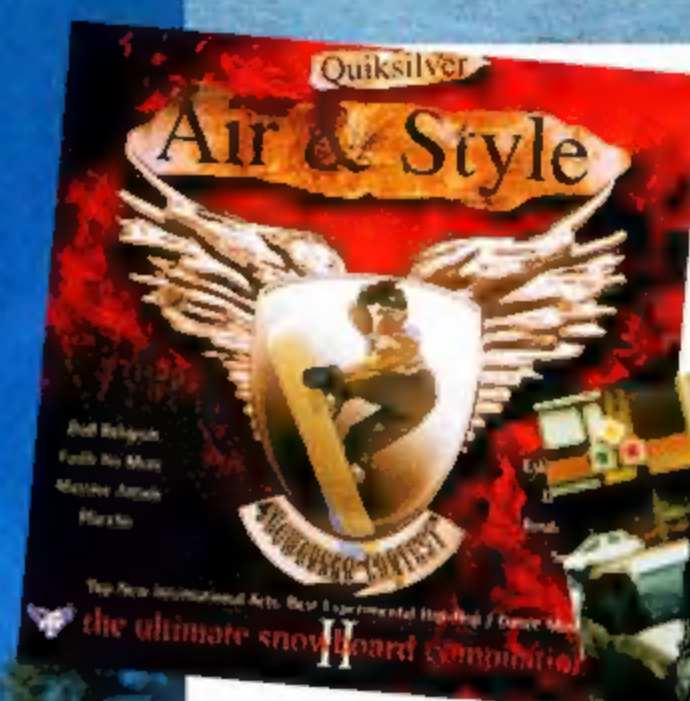




## SONY'S SNOW JOB



With your very own PlayStation snowboard, you too could look as rad as this little fella here



Left: The Air & Style CD. Below: This year's winner, Jim Rippey from the USA and the lovely Stine Brun Kjeldaa, the world's toppest snowboarding babe



Special thanks go out to Guy Pearce at Sony and everyone at Burton Snowboards

When the likes of Sony invited us over to Austria for the weekend to view both the Innsbruck Air & Style freestyle snowboarding competition and snowboarding PSX dream Cool Boarders 2, the answer was obviously going to be yes.

Along with over 30,000 frost-bitten spectators and rock gods Faith No More, we braved the Arctic conditions at the Bergisel stadium to witness the mid-air boarding skills of such world snowboarding greats like Fabian Rohrer, Wolfi Schroter, Michi Albin, Jim Rippey and Jamie Lynn, all battling for the impressive purse of \$100,000. The winner, in case you were wondering was Jim Rippey, or Mr Extremely-wealthy, as he's now known.

The event is due to be broadcast on MTV asap, so watch out for that, plus you can join in the celebrations with the official soundtrack CD too (no doubt available at all good music emporiums nationwide). Also, watch out next issue, where we'll be giving you a full review of the mighty Cool Boarders 2, plus the chance to win some awesome Burton Snowboard equipment. Until then, why not entertain yourselves by entering this month's compo for a PlayStation snowboard (worth £400).

To win this limited edition board, send a postcard marked "I'M BOARD" to the usual FREEPOST address and tell us the name of the current female snowboarding champ. See ya later dude!







# Books with Bite

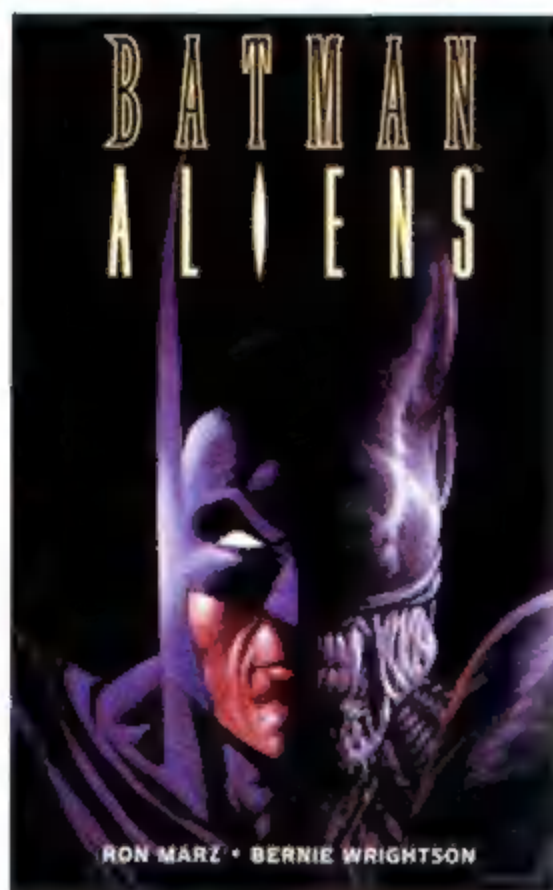
The Alien is back again, and Ripley had better sort it out this time, because Batman's itching to kick its bitchy little ass!

Following on from the success of the latest special-effects laden freaky monster movie Alien: Resurrection, Titan Books are set to bring us the eagerly anticipated tie-in title Alien: Resurrection: The making of the movie. This £8.99 paperback is a lavishly illustrated delight featuring a wealth of behind-the-scenes secrets including the detailed realisation of the alien xenomorphs, and how the movie's looks and spectacular special effects were put together. Profiles of the all-star cast are intertwined with fantastic full colour photos as well as original artistic impressions to make this a must-have companion to one of the hit films of 1997.

Also scheduled for imminent release onto the unsuspecting public are the latest adventures of a certain caped crusader, again courtesy of Titan. The man with the coolest car in movie history is about to do battle against the most deadly threat that mankind has encountered. Batman Vs Aliens hits the high street in late February, and this £9.99 paperback tells how Gotham's Dark Knight travels to the Amazonian rain forest in a desperate attempt to prevent a new Alien infestation from reaching civilisation. It's sure to be his hardest battle to date, after all Ripley's been trying to kill them off for the last 20 years!

Batman fans will feel like the cat that got the cream when they get their hands on the second Bat feature to be published in February. The £16.99 deluxe hard cover edition of Batman: Dark Knight Dynasty follows three heroes, centuries apart, as they pick up the mantle of the Dark Knight. This all new, never-before-published tale is part of the Elseworlds line of alternate reality super hero action and adventure, focusing on familiar characters and situations, but altered in unexpected and exciting ways. Follow a dynasty of Batmans from the time of the crusades to the present day and beyond, into battle against the evil immortal Vandal Savage in this sword and sorcery meets hi-tech battle armour conflict.

Fancy bedding down with the nocturnal champion of justice for a bit of a pre-dream read about his attempts to tackle the Alien menace? To win one of five copies of Batman Vs Aliens that we're giving away, send your entry on a postcard (or a bat-a-rang or something) to the usual address, marking your entries 'Holy Alien Aggro Batman.' Alternatively, you could try constructing your own Bat-signal in an attempt to contact us with it's brilliant luminance, though bear in mind that we probably won't be prepared to tackle organised crime for some years yet.



The battle for which fantasy action character can make the most movies has been raging for sometime now, so the Queen Alien and Batman have decided to dispense with the pleasantries and sort out who's hardest once and for all. Place yer bets...



9/10



4/5

## BROKEN SWORD II

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## Breakin' The Ruddy Law

**TO CELEBRATE THE** release of the awesomely playable road rampage game **Felony 11-79**, we've teamed up with publishers ASCII to give you the chance of getting your driving gloves on some Michael 'bloody' Caine videos of the 1969 heist film 'The Italian Job.' The film tells how Mike and his cockney buddies nick a lorry load of loot with the aid of their trusty Mini Coopers, as featured in **Felony**. In fact, ASCII have also sponsored one of the minis taking part in the annual Brighton to Northern Italy 'Italian Job' rally in aid of children's charities. Hopefully the influence of **Felony's** wreck and run gameplay will push them into the honours list. To win one of the 10 videos on offer, and one of the 10 ASCII joypads we're giving away too, simply send a postcard marked 'Where's my bloody prize?' to:

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SK10 4NP**



## Titris Plus?



**EVERYONE BY NOW** must have seen or played the classic Nintendo title Tetris and cringed in agony at its annoyingly jolly music. There was just something about re-arranging falling shapes that got everybody's water flowing in the early nineties, and if you were hooked on it like thousands of others, you should start digging out your colostomy bags right now. Tetris Plus is here: bigger, brighter and better than ever.

JVC have won the PlayStation licence, and to make sure it grabs your attention this time out, they've acquired the services of a certain Miss Joanne Guest to get you in the mood for some stiff joypad waggling (oo-er). Being the red blooded males that we are here at PSPPro, we felt that we should get in on the act. And what a job we did too. Just for our devoted readers, we've got our dirty little hands on four copies of the game as well as four glamour prints of Jo displaying her charms just for you.

First prize will be a framed, signed picture and a copy of Tetris Plus. All you have to do to win is send us your most successful chat-up lines on the back of a postcard, envelope or other correspondence device. Mark your entry 'Be my Guest' and send it to the usual address.





# Giving 'em stick

**W**hat's this you say? Actua Hockey? Yes, yes we know we previewed this a few issues ago, but things have been changing at a rare old pace and Gremlin Interactive has been adding bits left, right and centre.

First to arrive was the Olympic licence, so now all the teams that will be taking part in the ice hockey competition in Nagano 1998 will be gracing your very own telly screen every time you play.



There's always plenty happening on screen and the action keeps a frantic pace throughout the course of a game



The Yorkshiremen have also had professional British ice hockey players from the Sheffield Steelers locked away in their motion-capture suite while they get every single movement right.

The version we've had in the office so far still needs optimising greatly to improve its performance on stuff like face offs and so on, but even at this stage it's looking like it could challenge the classic NHL '98 from EA Sports which scored nine out of 10 recently.

Actua Hockey has been in the making for what seems like an eternity, but it will be released in February and if it's half as good as the fantastic Actua Soccer 2 we're in for a real treat.



Gremlin have spent an age getting their icy reflections just right for their motion captured players to skate on



## Sale of the Century

**W**ell we all knew it was going to happen. UK sales of Final Fantasy VII from Sony and Squaresoft have blitzed everything before it. The CDs have been flying off the shelves like there's no tomorrow. Retailers managed to shift 48,000 copies over the first weekend which obviously pushes it miles ahead of the rest (Resident Evil/F1 '97 etc.) and doesn't break the phenomenon that has surrounded the most successful PlayStation game of all time when it was released in both Japan and the USA.



# FINAL FANTASY VII

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# Crash Bandicoot 2

*He's back and he's better than ever. The PlayStation's cute platform king is back to cause more mayhem with more intuitive gameplay and more fun than ever before*

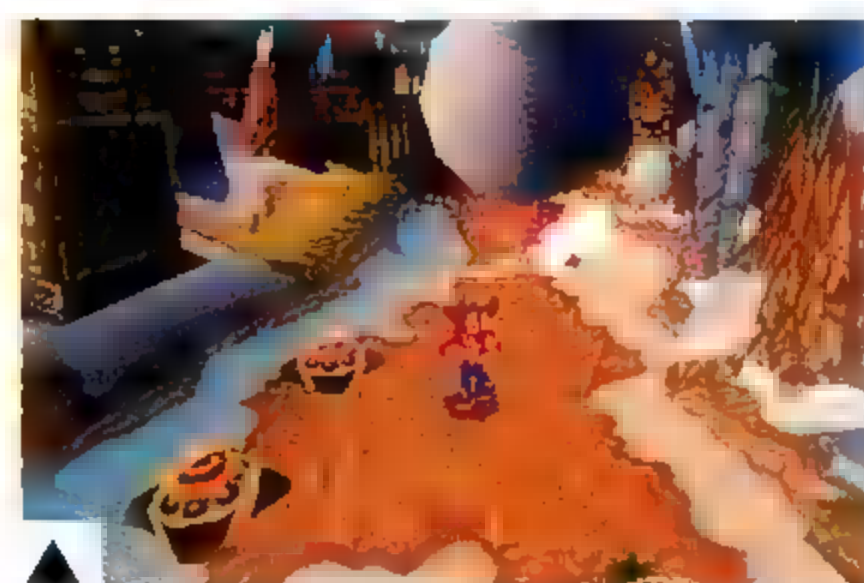


**H**e's back again. Sony's platform hero has returned, ■ cool ■ ever in the sequel to the excellent Crash Bandicoot. We've recently had Croc challenging for the PlayStation platform mantle, but he didn't quite make it. Now we have Jersey Devil as well and you can find out how he did elsewhere in this issue of PlayStation Pro, but the one we've all been waiting for is the return of Crash Bandicoot.

After the original scored one of our rare 9.5 review scores, people had to start taking notice and the game can now go down in history as one of the titles that set the Sony machine on its road to success.

Needless to say, we were all quite expectant when the CD containing the sequel landed on our desks and as it turned out, rightly so. Crash 2 takes off where the first game landed and continues the cute platform mayhem that made it such an instant hit in the first place.

Back ■ all the features, Crash's loveable head scratching, cute adversaries and crates ■ plenty to bounce on. In fact, at first glance it doesn't look all that different.



**▲** You'd better hurry because that huge snowman is getting ■■ closer to your little Bandicoot and you don't ■■■■ that ■■ happen



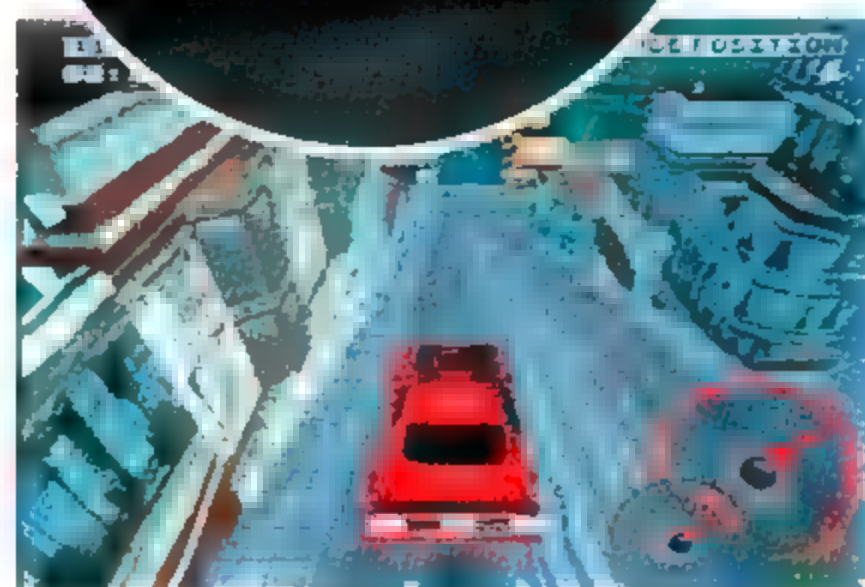
**▲** How cool is Crash Bandicoot? Extremely would have to be the answer. Yes, Crash is back to entertain ■■■■ ■■ coming freezing months



# Test Drive 4

Accolade tests out the old gaffer's favourite cliché, 'they don't make 'em like they used to' by pitting '70s muscle cars against '90s sports mobiles

The McLaren F1 looks fantastic travelling at speed, and (see below) the underneath's not bad either - whoops!



I've heard of it raining cats and dogs but this is ridiculous. I know the weather in Cumbria is bad, but family runabouts falling from the skies are sure to send the anorak brigade running for shelter



Ahh, the exhilarating rush of wind. Open top cars are fantastic for getting rid of the smell quickly

Back in the days when I had a BMX and a paper-round, Accolade brought out an excellent little driving game called Test Drive. Test Drive was simplicity itself - drive a selection of high performance road cars 'round fast and scary tracks whilst avoiding traffic cops and oncoming traffic.

Now I've given up the paper-round and, sadly, the BMX has had to go, but Accolade are still churning out Test Drive games. Latest in the line-up is Test Drive 4 and, although the graphics look a hundred times better than the original's, the simple playability is still twitching away deep within.

The basic gameplay remains the same - outrun your competitors and the various police officers in pursuit, whilst strenuously trying to avoid the cars full of innocents heading in the opposite direction. This time Accolade have decided to put a bit of a motoring connoisseur slant to the proceedings by giving you the opportunity to choose from 10 very different cars. Five are of the madly ostentatious muscle car variety that Detroit churned out in the '60s and '70s, and five are sleek and sophisticated ultra modern sports cars of the '90s.

The handling of each of individual car is all pretty accurate and racing one is a million miles away from driving another. The 70s Cannonball Run beasts for example, are a pretty weird experience. The suspension makes the cars sway about on their shocks like motorboats and they're so back heavy that they flip out at the least excuse, but they're quick to accelerate and are excellent to hand-brake around corners. More modern cars like the TVR and AC Cobra are perhaps a little less powerful, but are much easier to handle.

With such a rich selection of obscure cars to drive around in, it would have been rather a bummer if the tracks were the same old dull mountain and seaside tracks you see in other racing games, so it comes as a relief that the tracks in Test Drive 4 are all insanely fast and laudably original.

For example, can you remember the last racing game you played where you got to drive







in the Lake District? No, neither can I, but Test Drive lets you shoot about Ambleside (or wherever) avoiding Transit vans and Minis and attempting not to crash into Beatrix Potter's cottage. Everything Lakeland is included from the ever present rain to the RAF jets thundering about in the sky above you.

Other tracks include an excellent San Francisco (complete with 'Bullett'-style insanely steep streets and a Koyoto stage which winds from the mountains into a busy Japanese city. The racing is fast and frenetic and thankfully, the CPU controlled cars wipeout just as often as you do yourself.

Graphics-wise, Test Drive 4 is absolutely excellent - although everything is animated at quite a mental pace, the cars, tracks and scenery are rendered in stunningly high detail. Although you may be ploughing along at a huge speed you can still see things like the cobbles on a street or a moving reflection of clouds on the car's rear windshield.

As far as it goes, Test Drive 4 is a fine game - that's the problem - as far as it goes. Despite having excellent graphics, some of the finest crashes I've seen in a racer and a choice of cars that'll satisfy even the most hard-core petrol-head, Test Drives misses out one or two little features that would make it one of the best racing games about.

Most glaring is the fact that although the game supports serial link, you can't play a split-screen two-player race. Racing against the CPU cars is challenging enough, but the real beauty of most racing games is the fact you can pit your wits against your mates. Likewise, although the tracks are excellently laid out, there aren't quite enough of them to ensure really long-term playability. Which is a shame.

Although Test Drive is a beautiful looking, extremely challenging racing game, the fact that it doesn't support multi-player means that, when it comes down to it, I'd choose a more sociable racer every time.



Wipeout. Packed junctions like this make Test Drive 4 a real challenge and quite a pain in the arse

Motorists must be that treacherous icy conditions perfect for foot-down powersliding



Mrs Turner, I'm sorry to inform you that you've failed your driving test. I asked you to make a turn in the road, not a double flip



Wheel spinning the Golden Gate bridge gets the blood flowing. Now go down Carl Maulden and Michael Douglas en route to Alcatraz



## PROSCORE

GAME Test Drive 4

GENRE Driving

SOFTWARE HOUSE Accolade

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There is no denying Test Drive is a fast, furious and action-packed racing game. The tracks are pretty unusual, the cars are all a bit of a change from the norm and the graphics are spectacular. But when you consider the quantity and quality of the opposition, any driving game the PlayStation must contain all the features of the competition plus some original ideas of its own. Whilst Test Drive 4 is certainly a slick racer, it doesn't beat Rage Racer for pure street racing, can't compete against F1 '97 in terms of realism and it doesn't have the two-player challenge of Need for Speed 2. All race games on the PSX will be judged by their peers and this just doesn't match up.

BY HUGH POYNTON

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7

**PAUL** Hugh likes his driving games there can be no denying that. Personally I thought Need for Speed was a better bet, but this is alright if you're in the mood for something that you can drive

**JAY** Not all that bad really, considering what else is currently available, this simply doesn't make the grade. Try Rage Racer, or something wacky like Felony 11-79 see which you prefer. Not this I'd wager

**ANDY** Normally I like to turn around in race games and towards oncoming traffic (it's the nutter in me). In Test Drive there's oncoming traffic, cross traffic and dithering fools in Minis at crossroads. Smashing

**JAMES** This is a competent affair from Accolade. The tracks and cars are refreshingly different from the usual fare, I'm completely sick of the whole racing thing now. Let's have a few weapons something



# Marvel Super Heroes

*Straight from the pages of Marvel Comic books and onto the PlayStation comes the battle for control of the universe. There'll never be a better excuse to put on your mum's tights*



▲ Spidey performs his special 'cover yer head in web' move, although the Juggernaut doesn't seem too impressed

**M**y spider sense is tingling, something tells me there's a fight on the way, a colossal battle between the ultimate good and the ultimate evil. I'd better change into my cool, but rather uncomfortable lunch-box revealing web-slinger's suit and nip off to the docks. I suppose I'd better get busy with Doc Doom and his adversaries eh?

What d'ya mean I'm not the real Spidey? I get really sticky feet if I don't change my socks after leaving the PSPPro office! All right then, I'll come clean. It's true, Peter Parker and his alter ego have nothing to do with myself, but I did use to have a ream Spiderman suit when I was a kid, and I never did like that Hob Goblin fella.

If I were the real man with web shooting hormones, I'd no doubt be pretty miffed to find that the Infinity Gauntlet, a weapon of incredible power that enables the wearer to gain total control of the entire galaxy, has fallen into the hands of an undesirable dude called Thanos.

In fact I'm pretty damn sure the wall crawler and his mutated hero buddies would all feel the urge to bring the war-mongering Thanos to justice, taking the opportunity to save the universe once again. Where would we be without them? Well life would be a little duller for ■





start, so it's great news to hear that Marvel Super Heroes has arrived on the grey bundle of fun that we call PlayStation.

Since the advent of the polygon 3D fighting game, the 2D format seems to have struggled to grab the attention of experienced gamers and newcomers alike. Though many offer a vast amount of playability, the lack of impressive visuals and the flat, restrictive playing areas have had the effect of warding off any prospective buyers. Quite frankly I'm also one of the thousands who prefers the new 3D version of Street Fighter Ex Plus Alpha over its earlier 2D incarnations.

However, I'll always try my hand at anything new that offers the opportunity to give my mates a good crack around the head without damaging their puny brains. The advantage MSH has over other titles from 2D fighting kings, Capcom, is the fact that everybody has at some point in their life wanted to take up the role of their favourite crime fighter. That is unless you were one of those people who used to stay in the classroom at break time to discuss the latest developments in Jackanory.

In case you hadn't already noticed, my own personal favourite is the guy who likes to don the guise of an certain eight-legged species of arachnid, and he's joined in his latest escapade by Marvel favourites: The Hulk, Wolverine, Captain America, Ironman, Magneto, Juggernaut, Psylocke, Shuma-Gorath and

Blackheart. Plenty of pulverising power there then, oh yes.

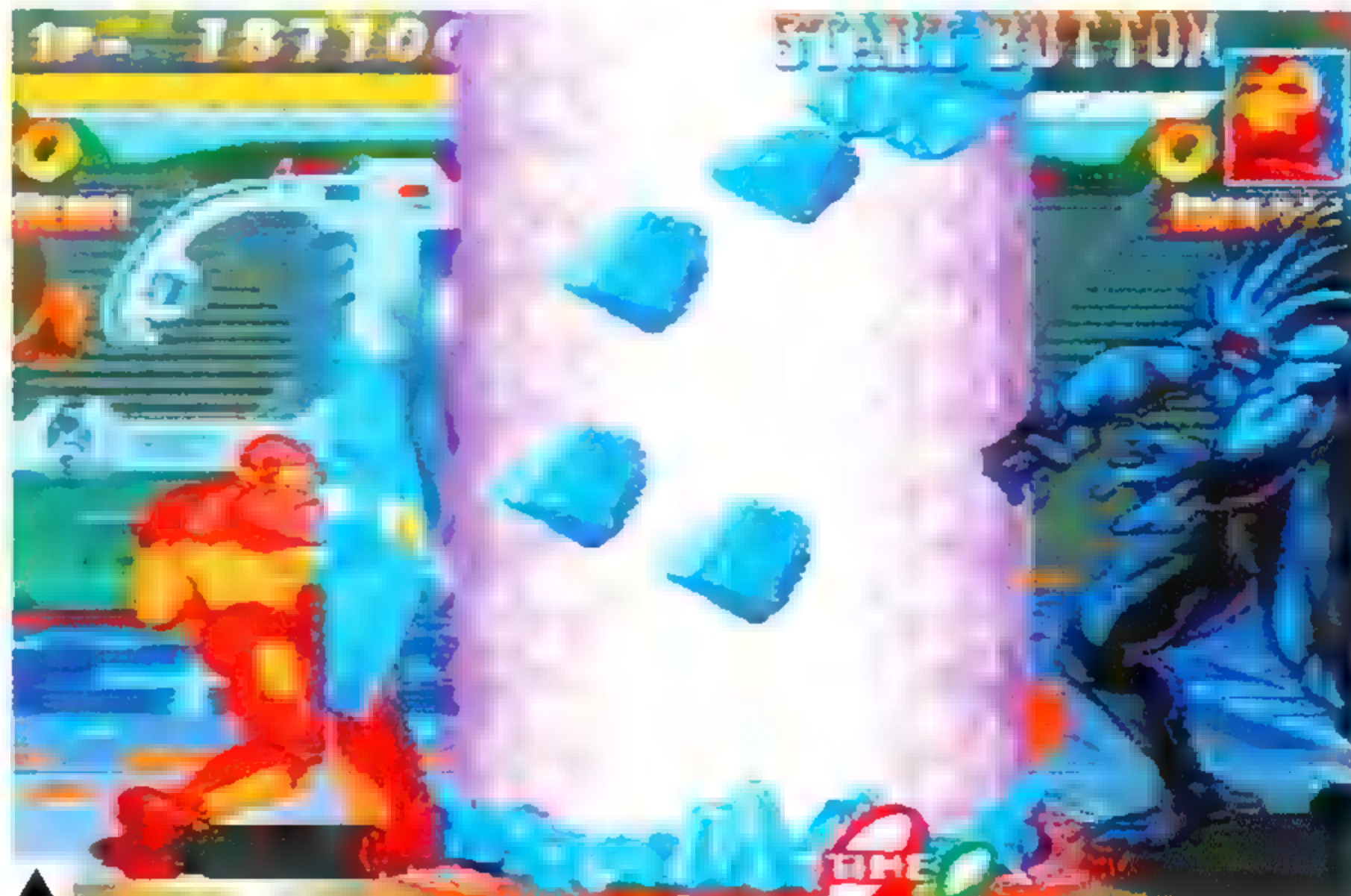
So the fact that players can assume the guise of a mutated atom-pounding beast of a hero already gives this game a small thumbs up in my book. Alas, being the hard faced professionals at the Pro, groovy fighting characters count for nothing if the game itself is a pile of tripe. So let's have a little look at the gameplay shall we?

Okay, you already know which character's tights you'll be able to pull on (legs first please!), but you'll be wanting to know how the game stands up as a battler. Well allow me to enlighten you. Capcom obviously wanted to keep the feel, presentation of the game and it's protagonists similar to their respective comic styles. Yes, it is a somewhat flat two dimensional game, however many of the criticisms of previous 2D rumble fests have been done away with. The combat engine and fighting environments have less in common with the Street Fighter series than you'd expect.

For a start the arenas are far less restrictive than you will be used to, with these marvellous pugilists being able to advance and back away into extended parts of the stages. With a few of them having powers that enable flight or gravity defying leaps into the air, the ability to travel upwards as well as left and right was essential for this title. Thankfully these attributes were duly noted and plenty of aerial space is



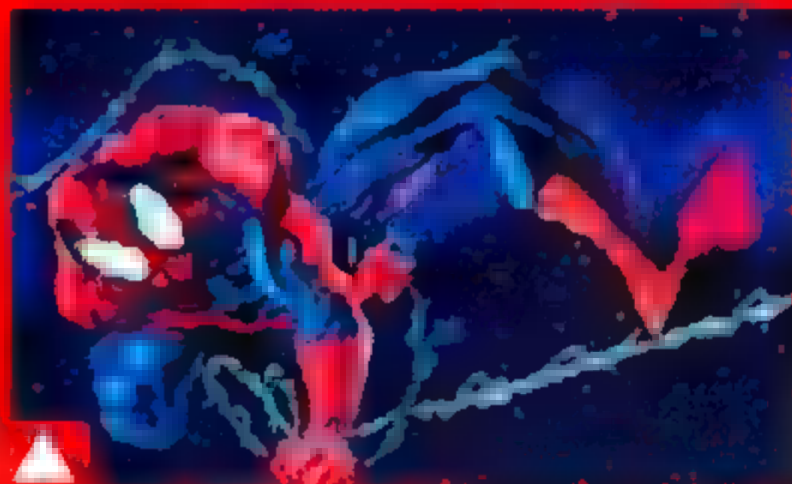
Smashing the scenery with heavier hits and combo's can look really spectacular mid-flight. Some of the characters can use this as their own advantage. The Hulk loves throwing floor tiles



Blackheart is capable of stringing together devastating combos of hits by making the most of his special infinity moves. Careful though as a missed opportunity can leave you wide open to attack



## THEY'RE ABSOLUTELY BLOODY 'MARVEL-OUS'



**The Amazing Spider-Man**  
The wall crawling web slinger bases his attacks on speed and combination moves.



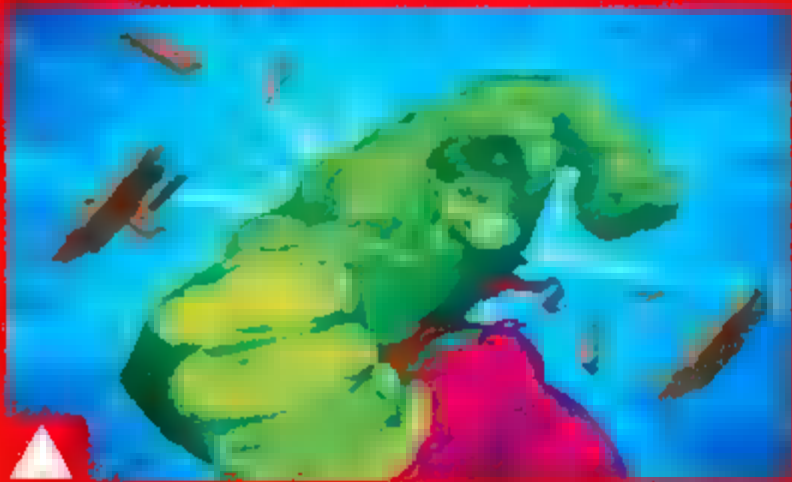
**Juggernaut**  
More muscles than sense. Speed isn't his forte, but can knock you into next week.



**Wolverine**  
Freddy Krueger's biggest fan. This X-man is always in the mood for a good rack.



**Captain America**  
Yanky pussy fighting for truth, justice and the American way (pass me a vomit bag).



**The Incredible Hulk**  
Slow and stupid leaving him vulnerable to quick attacks. Packs a fair punch though.



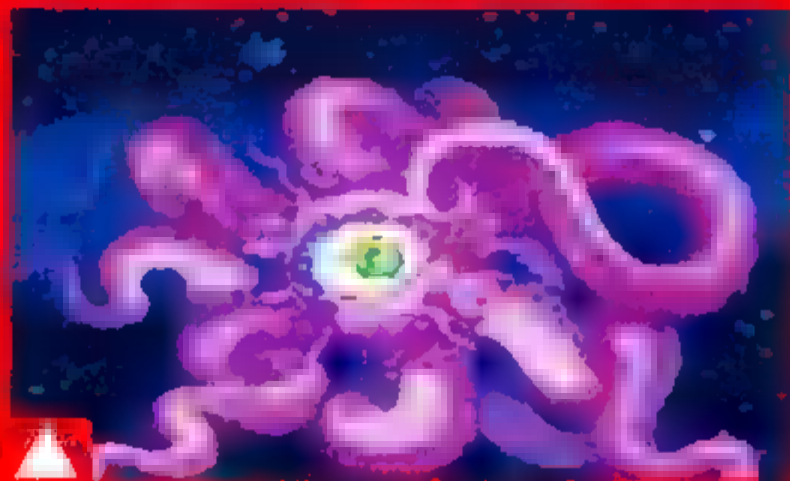
**Blackheart**  
The heir to the throne of the underworld has come to reap souls for his daddy. Goooooh!



**Magneto**  
Not too fast, not too hard, but his ability to float means he always poses an aerial threat.



**Iron Man**  
Average fighter, but armed with the biggest hand cannon ever seen on a videogame.



**Shuma-Gorath**  
Weird squid creature. A real ugly blighter, but an effective fighter none-the-less.



**Psylocke**  
The female contingent who's a pretty good fighter without her trusty claws.

## Marvel Super Heroes

► provided for high altitude attacks and some stunning mid-air battles and attacking super hero combinations.

Another surprisingly impressive feature is the substantial amount of moves that are available. The game engine provides for three punch buttons and three kick buttons (low, mid and high power) as well as combinations of the buttons which can utilise the individual strengths of the characters. For instance, Spiderman can wrap his opponents up in a web bandage and the Hulk can use his brute strength to rip up pieces of tarmac which he uses with the subtlety of a Ghengis Khan on a bad trip.

It's actually quite easy to pick up and play, as hammering the buttons in no particular order will grant you with some amount of success. However, your opponents in battle all have a rather sneaky side to them and it won't be too long before they figure out what you're up to and act accordingly.

Once you've learnt the moves, you'll find it's quite a playable system that provides a wealth of ridiculously over the top special moves and power attacks that look extremely impressive, but can be a little silly at times. I mean, do we really need a move that will hit the enemy with a 40 hit combo of flying pig demons?

It's a feat in itself that Capcom have been able to get such huge sprites on the screen







without effecting the speed of the game, which is mostly due to losing a few frames of animation here and there. However, only the most dedicated critics among you will notice the difference between this and the arcade version.

Speaking of size, some of the fighters are bloody enormous with strength to match. It can be a little daunting coming up against Juggernaut for example, as he makes many of the other characters seem puny by comparison. Now don't go thinking that the harder scrappers nearly always come off best, because in this game speed can triumph over power and vice versa.

There's also a positive move with the introduction of the infinity gem system. The gems can be collected by slapping their owners around and picking them up from the ground mid battle. Once the power within the gems has been built up by throwing punches at you, their powers can be released one at a time.

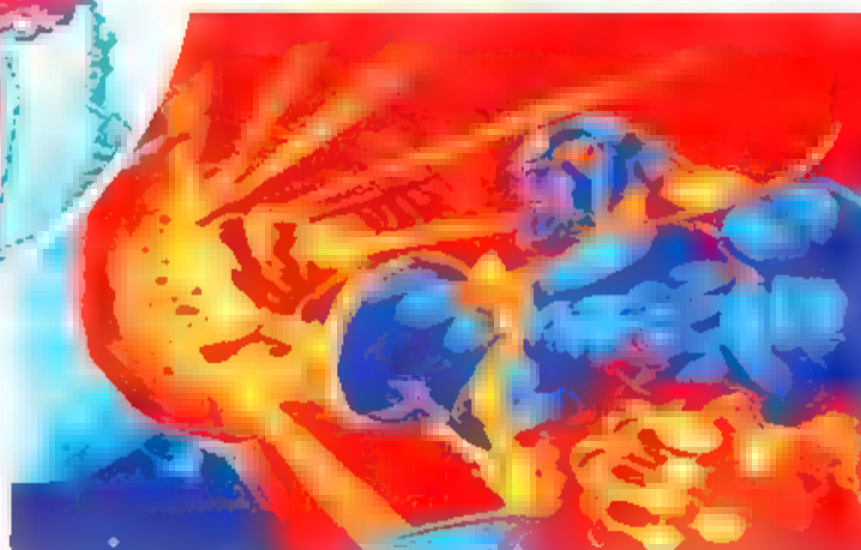
Depending on which gems you have attained and which is currently selected, your character can increase their own attributes to get on a more equal standing, be it speed, power or energy. Don't be fooled into thinking that this little tip will help you breeze through the game as you'll have to wrestle them from your opponent first, assuming that they've not used the power in the gems as well!

The ultimate battle comes as you face Doctor Doom and Thanos at the end of the game, and these blokes are no push-overs. It's rumoured that there could be a couple of cheats to enable you to take charge of these sinister crime lords well a secret hard-as-nails character called Anita, but the key word here is 'rumour.' But we'll do our best to find out and let you know.

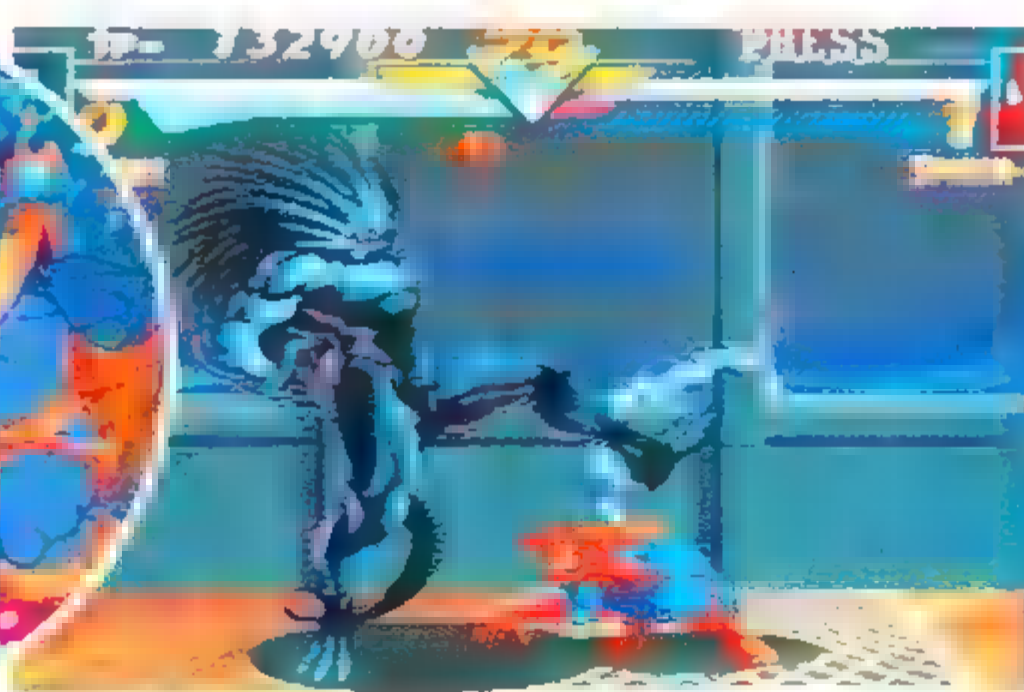
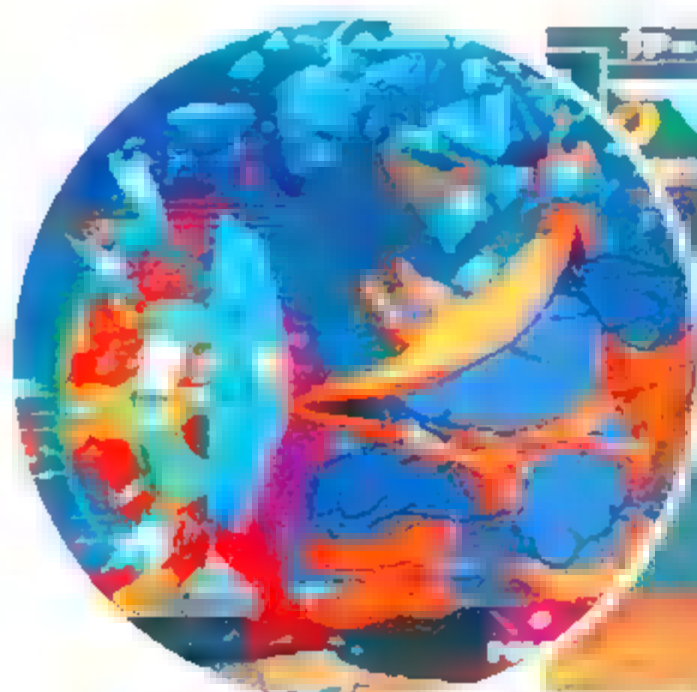
Marvel's best have come up with the goods in my opinion, and this is the most attractive and playable 2D fighter I've come across, which is quite a compliment as I've always hated the drab Street Fighter games that seem to have brain-washed the world into believing that they are worth playing. Take my advice and lay Blanka to rest, Wolverine's a lot harder and at least he can string a few words together when he wins.



Mamma Mia, that's a spicy meat-a-ball-a. Thanos tans a weary opponent with his crushing spaghetti bolognese move. Talk about garlic breath, this guy needs a mint



Speed counter acts strength and vice versa, there isn't any one character that's unbeatable. Speed against speed? That's where your Marvel fighting skills really come into play



## PROSCORE

**GAME** Marvel Super Heroes

**GENRE** Beat'em-up

**SOFTWARE HOUSE** Virgin

**CONTACT** 0171 368 2255

**RELEASE DATE** Out Now

**PRICE** £44.99

As 2D fighting games go, this must be considered **■** of the best. I'm **■■■■** of the opinion that the 3D polygon variety **■** infinitely superior, **■** Capcom have delivered **■** colourful and playable game that is heightened by **■■■** inclusion of the Marvel characters, though **■■■** isn't the sole reason why Marvel Super Heroes gets my vote ahead of its 2D rivals. Scrapping fans will love the fantastic special moves and combination attacks, and the speed of play demands **■■■** you keep your wits about you. My only real gripe is that there aren't enough of **■■■** Marvels characters included, never-the-less it is well worth considering if you're **■** bit of a tight wearing crime fighter **■** heart.

**■ ■ ■ ■ ■ CANNON**

**GRAPHICS** 7

**SOUND** 7

**GAMEPLAY** 8

**LASTABILITY** 7



**PAUL** The characters **■ ■** obviously great, but the game isn't really any different from the myriad of beat'em-ups you've probably already got. Street Fighter EX Plus Alpha is still where my money would go

**JAY** With the X Men due to arrive any day with **■** almost identical game, the attraction of this standard 2D beat'em-up basically boils down to which comic book heroes you love **■ ■** most. In my opinion, Spidey rules!

**ANDY** Another standard beat'em-up in **■■■** Street Fighter vein. It's a fairly dire effort too with nothing much to hold your attention. Unless you're some kind of freak you should steer well clear. Standard drive! **■** round

**HUGH** The fantastic characters and the frenetic pace makes Marvel SH excellent post pub entertainment. Gameplay can tend towards the 'pressing all the buttons at **■ ■ ■** and seeing what happens' variety though



# NBA Hangtime

*The PlayStation is awash with American sports sims, so is another one really going to get noticed or is it going to vanish quicker than Lord Lucan playing hide and seek?*



▲ Lovely court reflections there. Just lovely. Midway has gone ☐ whole hog on the shiny graphics front. Just like the arcade

**I**f anyone bellowed "He's on fire" while walking down the street, chances are you'd immediately take your jacket off to help put out the burning man. Realistically though, it'd probably just mean that the bellower had probably just come from the local arcade where he'd been enjoying ☐ game of NBA Hangtime.

Right, you've probably no idea what I'm talking about, so I'd better explain. NBA Hangtime follows on from where the excellent, but basic, NBA Jam left off. NBA Jam gave us fast, frantic two-

on-two basketball action with spectacular dunks and power-ups. The "He's on fire!" cry comes about when ☐ player scores three consecutive baskets and is declared to be combustible. The burning player then speeds up, gets more accurate and so on. Sort of a Ben Johnson steroid-type thing.

Anyway, NBA Hangtime from GT Interactive is the continuation of this series. There's more blokes on fire and more blokes with big heads, but best of all, it's cool to play.

We were curious about the big-headed



player thing so we asked GT why most basketball games feature guys running around with outsize 'Tefal' heads? They told us it's because the Yanks love to see their stars. You ☐ they're a bit statistics mad and want to immediately recognise and distinguish their players from each other.

It's obviously unfeasible to recognise player's faces on a normal sized sprite, so instead of playing with a magnifying glass, GT have upped the player's head size. Bizarre. Heaven forbid the day we get Actua Soccer 3 with big heads so we can recognise the likes of Dennis Wise and Tony Adams.

Anyway, Hangtime lets you choose which NBA team you want to be and which of the players you want to take part in your two-man line-up. Unless you choose otherwise, you'll only be controlling one of your players and the CPU will take charge of the other.

The default setting also provides the teams with computer assistance, which means that if



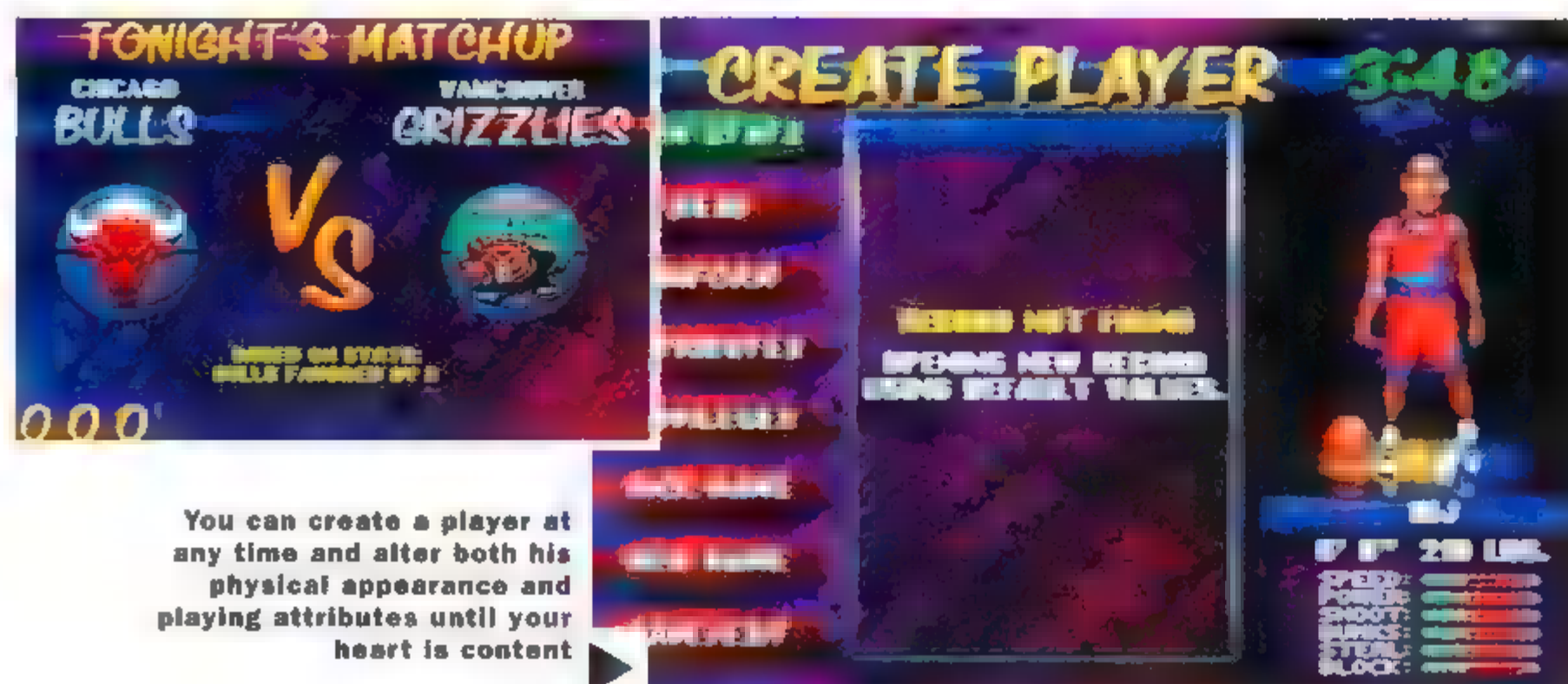
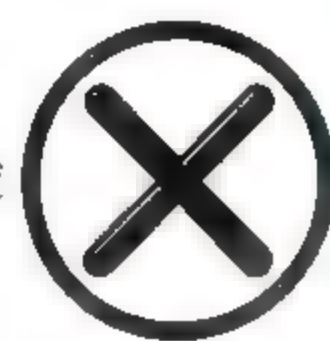
▲ He's flying through the air with the greatest ☐ ☐ That's the thing about basketball, everybody in the world ☐ play it! You certainly don't have to be a specific build to have a go



◀ Here you can choose whatever team line ☐ you feel is appropriate for securing victory. ☐ you really need a tough defence?







You can create a player at any time and alter both his physical appearance and playing attributes until your heart is content



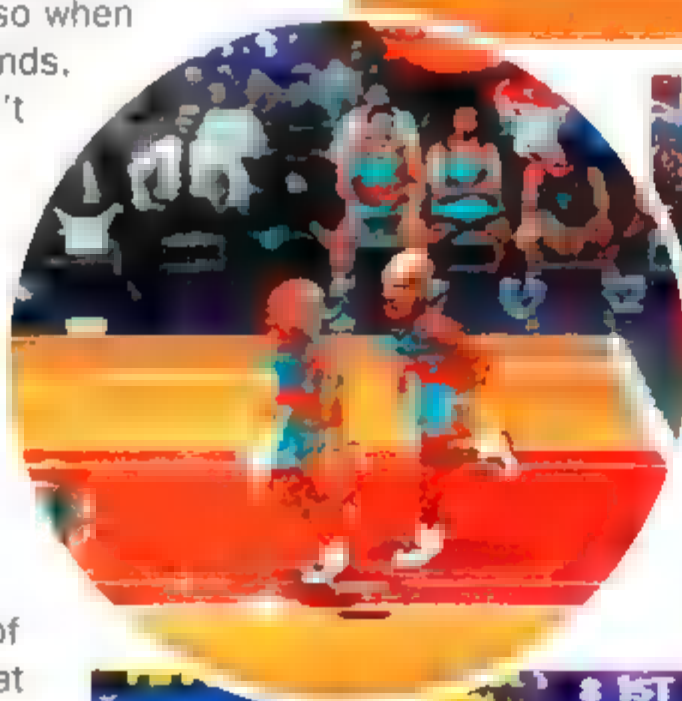
Unless you choose otherwise, you will only control one player on the court and the CPU will take charge of your team-mate

one team starts to get a little behind, the shots of the losing side will go in that little bit easier. I've never seen the point of this system myself, as all it does is reduce the matches down to 'last basket' games, thus rendering the intervening time somewhat pointless. Or is that me being cynical again?

There's no denying that NBA Hangtime is tremendous fun, obviously more so when you're playing with a group of friends, but that's not to say that you can't have a good laugh if you find yourself playing the game on your own. With a memory card in place you can save records of the teams you've beaten as you try to get past the other 29 teams in the NBA.

As far as the soundtrack and graphics are concerned, both enhance the game without ■ doubt. The music is ■ collection of rap tracks in true NBA fashion that play constantly (even during the match). The court graphics positively gleam and the speed of the sprites is certainly fast enough.

NBA Hangtime is one of those games you'll go back to ages after you first start playing it. It isn't the kind of thing you never put down like Final Fantasy VII, but for short, sustained bursts of pleasure then you can't go far wrong. If you've been playing NBA Jam games since they came out of the MegaDrive, this is going to bring back a whole host of terrific memories.



At any point you can tap ■ button and make yourself available for ■ pass from your colleague. Try and get free ■ your marker first though



## PROSCORE

**GAME** NBA Hangtime  
**GENRE** Sports Sim  
**SOFTWARE HOUSE** GT Interactive  
**CONTACT** 0151 282 3000  
**RELEASE DATE** Out Now  
**PRICE** £44.99

I had grave doubts about this when it first arrived in ■ office, but in the end I really enjoyed it. Sure it's ■ Jam to all intents and purposes, but that's ■ good thing ■ you can't fault the gameplay of this little beastie. There is ■ long term challenge ■ there if you can be bothered, but the main ■ is definitely ■ gained by just having ■ good time and not taking it too seriously. If you're pissed up ■ want ■ laugh, stick ■ on and get ■ proper competition going with ■ couple of mates. If you're on your ■ and only have 10 minutes before you go on ■ hot date, play this and make'em wait. It'll be worthwhile in the long run, because she'll only end up annoying the crap out of you.

BY PAUL McNALLY

GRAPHICS 8

SOUND 7

GAMEPLAY 7

LASTABILITY 8

7 1/2

**HUGH** If you're into outdated, ■ primitive looking Megadrive-type games, then this'll be your thing. If however you prefer quality graphics ■ playability, go and invest in a copy of ■ Live ■ instead

**JAY** Midway ■ great at creating comedy arcade titles which are top fun to play with ■ couple ■ rowdy chums. Unfortunately, long term play seem to take the shine off them, ■ Hangtime is another victim of this

**ANDY** Here we go again. It's yet another shallow dunkin' dream game. Whilst it's slightly more polished than the original NBA Jam, its arcade origin leaves it wanting in the long term appeal department

**JAMES** I'm not ■ fan of basketball and have never been impressed ■ computer versions of ■ lame sport. The only one that does anything to grab my attention is ■ Live '98, ■ this can't claim to ■ the same



# Formula Karts

## Special Edition

*70 miles an hour and only a few inches from the ground. No it isn't Formula One, but Mr Schumacher would feel well at home in this shunt 'n' bump fest*



Fourth position and only one lap remaining. Time to use those speed and grip power-ups. Fourth place is no place junior!

I hate Formula Karts. Actually that's not quite true. I don't have a problem with the speed sled that I was in control of, it's the rest of the pack that have rubbed me up the wrong way. While I was doing my utmost to drive the courses with the precision and skill that successfully negotiates the circuits on Ridge Racer and Total Drivin', the rest of the pack happily followed the best line on each course, allowing for the characteristics of their karts. Which more often than not resulted in me being shoved to the edges of the track only to resume the race in last position. Annoying and frustrating, yes; but totally addictive.

After being handed this game for review I played it relentlessly for hours, determined to beat the shunting Schumacher clones. And after several laps familiarising myself with the game engine, I fared better than my first miserable attempts, but not too much. And that's the beauty of Formula Karts. It's a completely different racing experience, and in a genre that's becoming the hallmark of the PlayStation's abilities, it's refreshing to discover that not every game developer is thinking along

the same lines. Indeed, developers Manic Media Productions have come up with a little beauty that requires a new approach to racing.

Admittedly, my first impressions of the game were along the lines of, 'Wahey, we're in karts, but it's still just another racing game!', and quite possibly your reaction will be the same. It's only after repeated plays that the true qualities shone through, forcing me to review my hasty comments. You see, the thing that most impresses me with this title is the handling characteristics of the various karts. Each has different specs, so choosing one that matches your own style is the first task that must be overcome as the handling, speed and acceleration of each changes dramatically.

However, none of the karts have been blessed with a blend that combines traction and pace. So there isn't any particular roadster which will give you a distinct advantage. The result of this, is a series of races that will see you battling it out in the pack, jostling for position with a series of gear shifts and speed changes while trying to keep to the best racing line. The fact that it is so difficult to pull away



Turn into the skid. Turn into the skid! A valuable lesson that I learnt from my driving test examiner a couple of years ago. I can't believe they let me loose on the road!







Grip and speed balance each other out in the long run, but better grip can give you the power of good on certain circuits. Gravel isn't the best surface for racing on

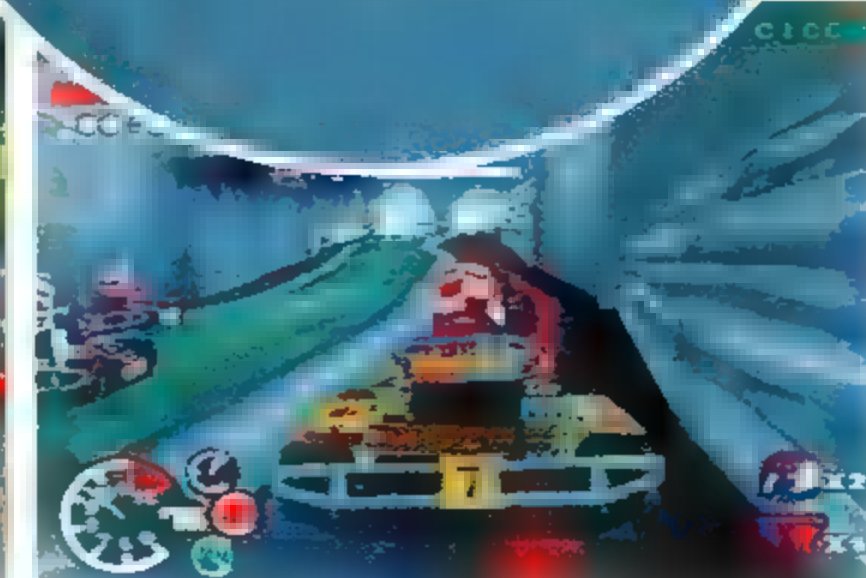
from the group eliminates the pleasure of being able to coast around the easier sections of the tracks, meaning that the action in Formula Karts is relentless. Believe me, this is no exaggeration, I'm still sworn to revenge against that cunning number six kart.

There are eight tracks, each providing a different surface for you to burn about on, and again, your success will depend on the design of your vehicle and how comfortable you are controlling it. The tracks do provide a stern challenge, and the selection of eight may sound generous, but when you consider that they aren't of Formula One size, and a lap at full pelt can be achieved in under 20 seconds, then it seems a bit of a shame there isn't a larger selection. Having said that, we are talking about kart racing here, and at least there's the option to increase the laps per race to over 40. This option makes the races last far longer and greatly increases the challenge.

There are different racing modes offering you the chance to take on the rest in a championship, or to race in my own favourite, the arcade mode, giving you the chance to stock up on the power-ups available. Add to this in-game damage and fuel depletion, and you have a new blend of pedal-to-the-metal action.



This is it, first place is in sight, but don't forget about the six guys behind you. All it takes is the slightest lapse in concentration and they'll be all over you like a bad case of dandruff



## PROSCORE

GAME Formula Karts: SE

GENRE Racing

SOFTWARE HOUSE Telstar

CONTACT 01932 222 232

RELEASE DATE Out Now

PRICE £44.99

Admittedly, Formula Karts didn't seem up to much at first. However, after giving it a chance and entering the different racing challenges, I was hooked. It really is a fight for the lead in this mix of speed, sharp bends and undulating circuits. And if you aren't enough to contend with, the other racers make it perfectly clear that they don't want to lose either. You may not take up Formula Karts as a substitute religion, but I'm certain that there's an amount of entertainment in this game that racing fans will definitely appreciate. It plays differently from all other PlayStation games and really does put up a challenge which you'll either love or hate with a vengeance.

BY JAMES CANNON

GRAPHICS 7

SOUND 7

GAMEPLAY 8.5

LASTABILITY 8



**PAUL** This is pretty good stuff. It makes a change from the regular run-of-the-mill driving games we've seen recently and it certainly plays well enough. It's still a racing game though, but if you fancy a change...

**JAY** Nice game and full of thrills - just the real thing! Well, sort of. It's certainly fun, for a while at least, and those of you looking for a racing game that isn't simply Ridge Racer 8 might find this quite enjoyable

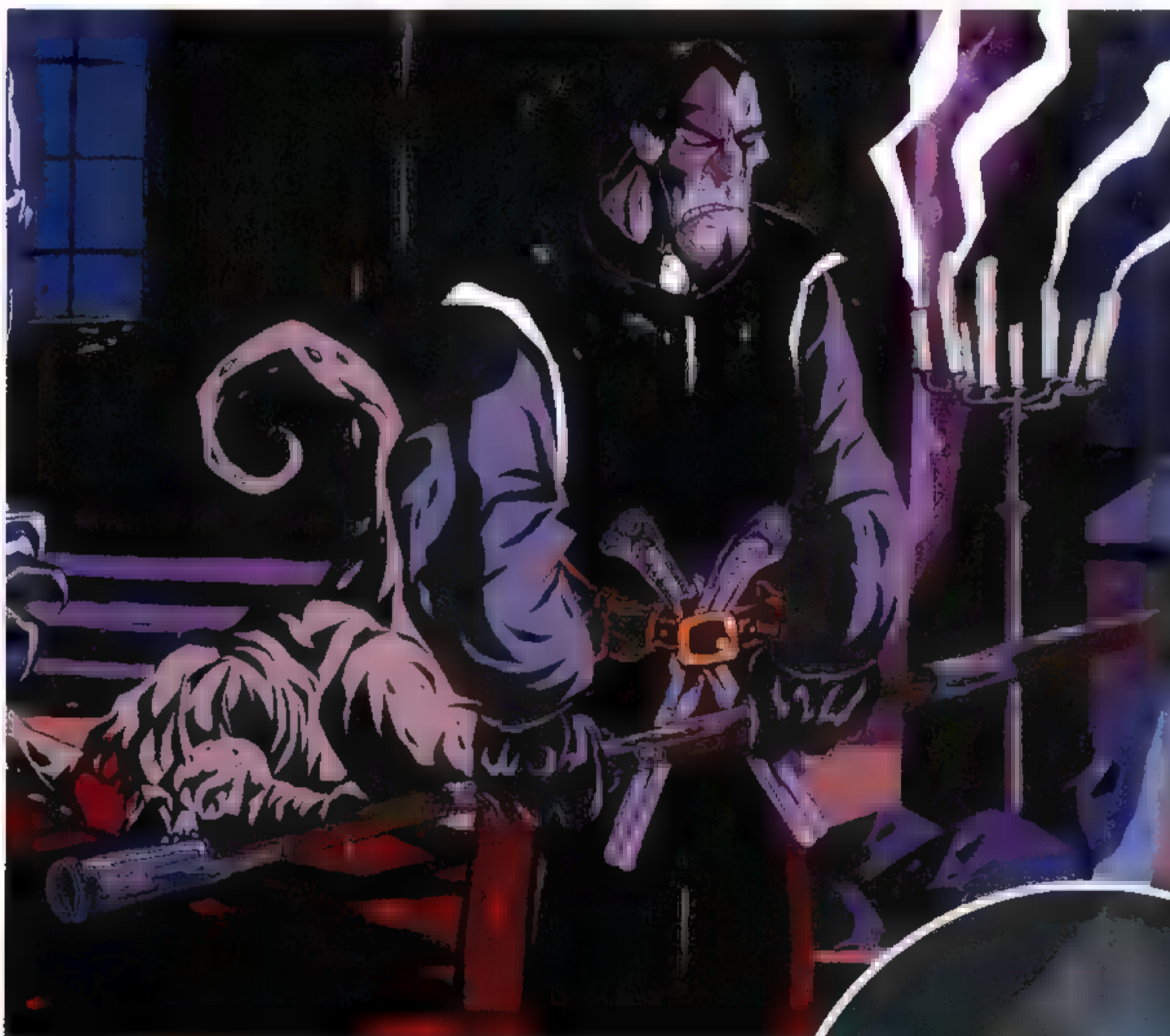
**ANDY** Karting is a whole different kettle of fish from conventional driving games. The karts handle like the real things and therefore slide a lot and accelerate at startling speeds. A good laugh for a while

**HUGH** Although your racing machine may lack the looks and horsepower of those in other racing games, the fact that they are all being driven by complete 'shunts' adds an undeniable addictive quality to Telstar's



# Nightmare Creatures

*The creatures of the night have never looked quite like this before. Nor have they been as persistent and nasty. Resident Evil better watch out*



**N**ightmares have never been as disturbing as this. *Nightmare Creatures* comes crammed to the hilt with the most twisted and vicious blighters we've encountered on the PlayStation. As we all know too well from the likes of numerous Hammer Horror films and games like *Resident Evil*, the only good zombie is a dead one. You'll be pleased to learn that in *Nightmare Creatures*, killing in a gruesome manner is the order of the day.

The entire game takes place in Olde London Towne, where an evil genius has spent his spare time creating a host of beasts to roam the streets of the city, ripping away the flesh of any innocent bystander who are out for a breath of fresh London fog.

While the monsters vary in size, shape and strength, it's always down to one hero to clear the streets of the slobbering nasties. You begin by choosing either Ignatius, the butch male bloke who looks like an extra from the TV series *Monkey*, or the equally bizarre Nadia, who cavorts around as if she's just spent the day down the stables mucking out Shire horses.

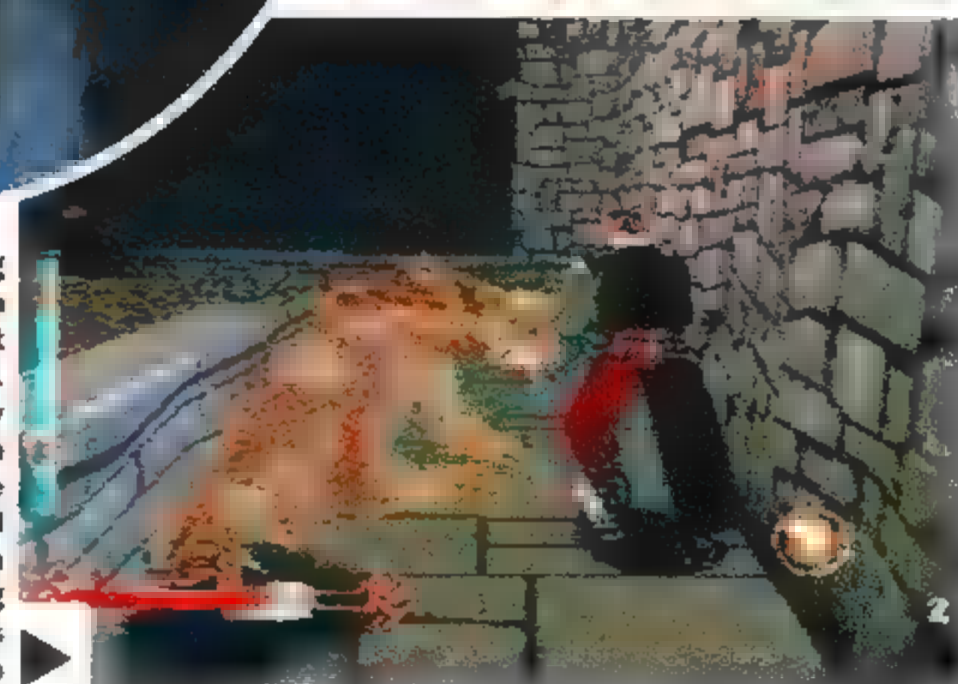
The two characters vary in terms of speed and strength, with Nadia being the greater acrobat, whilst Ignatius struts around menacingly with pectorals Arnold Schwarzenegger would be proud of. Although he's slower, he's got superior strength and clobberin' power. The



▲ The creatures take a fair bit of punishment before they finally fall to the ground. You have been warned



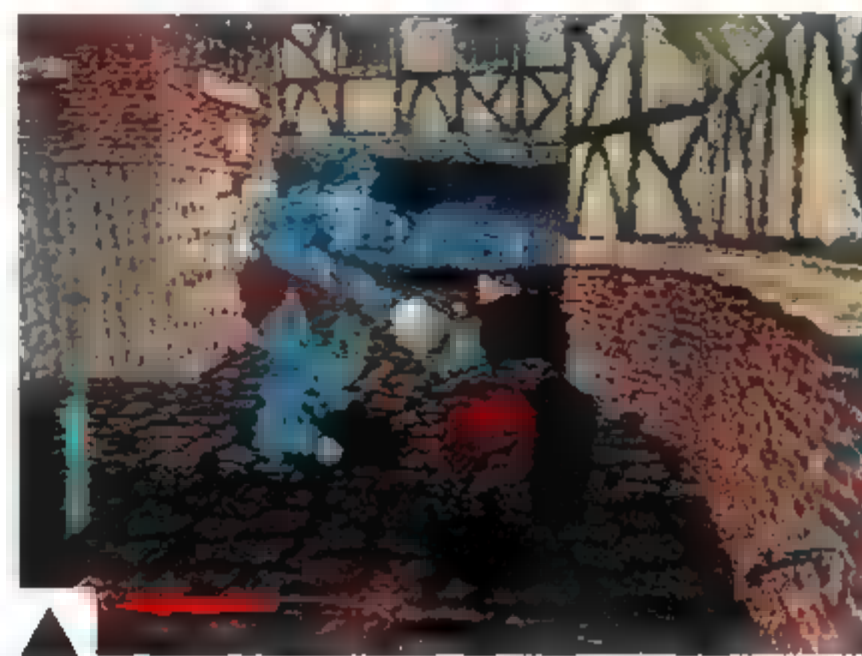
▶ Running away from danger isn't a good idea. You'll only wind up with much more to contend with when the big monsters catch up







▲ The endless stream of enemies means you must be on your guard at all times. They can come from anywhere



▲ These beasts are amongst the strongest you'll encounter in the early stages. Save weapons to get rid of them

difference in the two characters is minimal however, the action comes thick and fast whether you're playing in easy or difficult mode.

The main difference between Resident Evil and Nightmare Creatures lies in the number of zombies, monsters and the fighting moves themselves. At some stages it becomes alarmingly similar to a beat'em-up as you shuffle from left to right and use a host of attacking moves to skewer the undead.

The attacks can be executed with kicks, guns, lunging attacks, backward jabs with your weapons and many more offensive moves. Add to this side steps and defensive postures and you're halfway to a beat'em-up. Thankfully, there's much more to Nightmare Creatures which stops the game from descending into the beat'em-up genre.

While you wander the dark and gloomy streets (complete with stereotype fog and mist straight from an old Sherlock Holmes movie), you will get into the whole scenario. You can actually feel the confusion and claustrophobia of the grimy cobbled streets and alleyways. It's definitely not one for the faint hearted and it's far too classy for the casual player.

As you progress, the mutated forms take you on with greater strength and numbers, as well as offering you a host of new creatures for you to deal with. It would be a disappointment if you

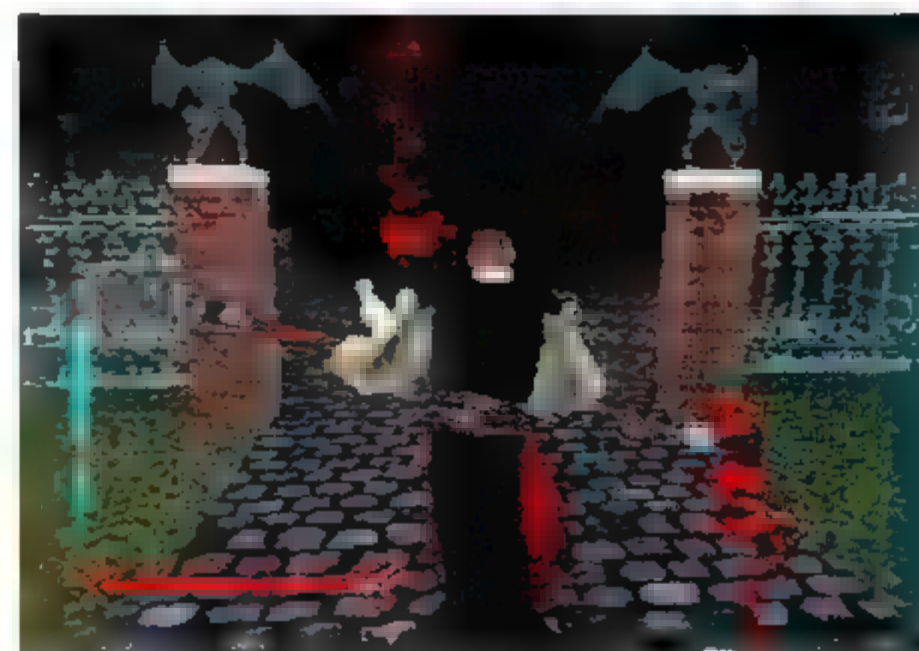
only had your trusty weapon at your disposal and thankfully there are many other icons you can collect along the way. Guns can be found, but must be used sparingly, whilst the shuriken adds strength to your blades and grenades tear the creatures apart.

Another thing you'll notice is the pummeling your frame takes from the hordes of mutants. What can you do about this other than run away with arms flailing? Well, there are two different health power ups. The yellow sphere increases health slightly and the dark red sphere will replenish every last bit of your precious health.

These icons are hidden in crates, behind doors and windows or are just sitting on the ground waiting to assist your progress. Inevitably though you will lose lives, of which you have three unless you find others. Believe me, even with all this, you are going to find it very, very tough indeed.

Gore in games has been frowned upon by many censors over the years – most notably in the Mortal Kombat releases and more recently in Resident Evil. If everything was made to look pretty and the blood and guts were removed then half of the menacing and fun elements would be lost. As it is, Nightmare Creatures is going to upset a fair few parents with its decapitations and bloodthirsty bouts of rage, while selling more copies than you care to

No doubt there are many beasts out there in the gloom. Expect the worst to avoid nasty shocks

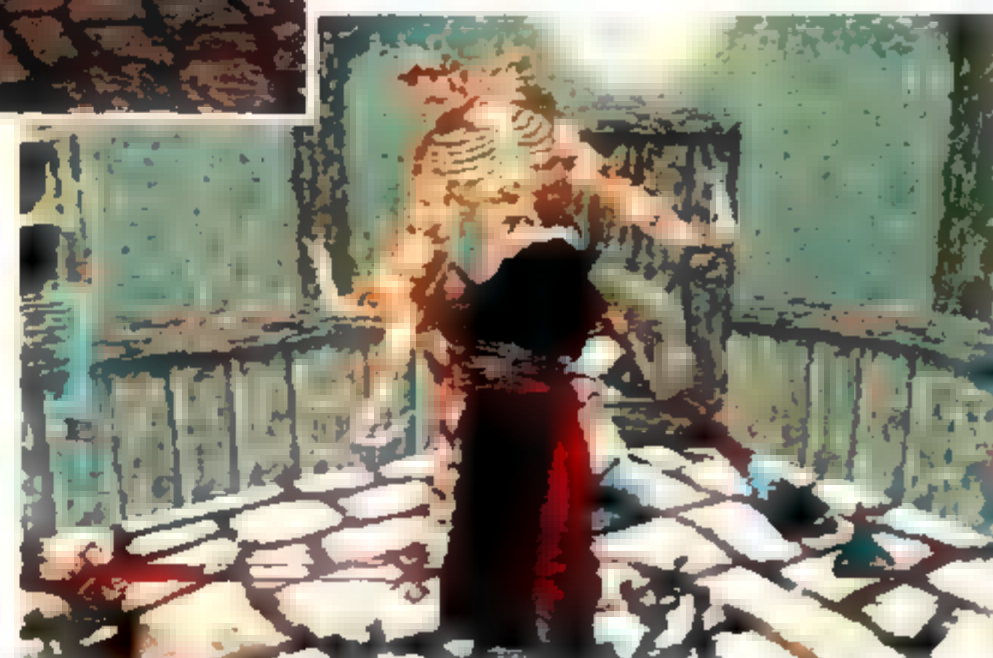


▲ As well as using your blade you can also kick the creatures to death if you fancy. The outcome is the same



▲ What on Earth can be done to stop this one? Check the inventory

▲ Between the stages you will see a screen updating you on the story







# Nightmare Creatures

► imagine for this very reason.

The graphic depiction of the gore is as good as it gets, as limbs are chopped from the undead zombies. They still attack with a single arm, hop around when a leg is detached or stumble around while their heads are rolling through the sewage filled gutters. Miraculously, your get-up is unaffected by the showers of blood flying all around.

The sound effects are as sickening as they come, with every swipe of the sword and gunshot sounding scarily realistic. The music which accompanies the action is an eerie number and plays in the background behind the wails, screams and roars of the plentiful creatures waiting for you.

Tactics also play a big part in your progress. Just running like the wind through the levels may mean you end up cornered by so many creatures there's no way out. It's also good to remember that they can be hidden just about anywhere. Be prepared for monsters smashing through walls or attacks from aerial zombies. You need to be alert at all times. Complacency usually means that you'll end up as a pack of

cheese and onion Monster Munch.

The scenarios change regularly and one minute you could be trudging through the rat infested streets and the next you're holding your nose in the sewers. As you'd expect, while you're on the trail of Adam Crowley you must face some of his more elaborate creations such as his fire breathing sewer monster with three heads to progress to the next stage.

Initially you may struggle to get to grips with all the intricacies of the controls, but it is possible to get through the earlier levels without needing to master each and every move. You will learn them in time and be a stronger fighter as a result. The things you will need to master are the main attack moves and how to scroll through your collected power-ups to choose the one you require – this you can do in next to no time, but deciding when to use them in a fight can be crucial to your victory.

Nightmare Creatures hasn't had the hype of the likes of Resident Evil and its eagerly awaited sequel, but if there's any justice it should be just as big a hit. If you're into a frantic lasting challenge, this comes highly recommended.



Wonder where the influence for Nadia came from? Can't quite put my finger on it



Woah! Crowley mutates into one of his ghastly creatures. Was it something he ate?



My, have you seen a dentist recently? I can see a couple of cavities there which may need filling



Ignatius looks like a Samurai master, complete with wrinkles and a grouchy expression for added effect



## PROSCURE

**GAME** Nightmare Creatures

**GENRE** Adventure

**SOFTWARE HOUSE** Sony

**CONTACT** 0171 447 1600

**RELEASE DATE** October

**PRICE** £44.99

Although it looks like a direct rip off of Resident Evil with a bit of Tomb Raider thrown in for good measure, Nightmare Creatures is a spectacular game in its own right. It's by no means the most original release, but does offer a fearsome challenge which will scare the pants off the casual viewer. The variation in the levels is such that they don't become tiresome and, with the number of beasts throughout the levels, there's barely time to catch your breath. In short, this is a must, even if at times the action is a little too quick for its own good. This is gonna take many people by surprise. Look out, your dreams will soon be turning into ghoulish nightmares.

BY ANDY SHARP

**GRAPHICS** 9

**SOUND** 9

**GAMEPLAY** 9

**LASTABILITY** 9



**HUGH** What a mess – Tomb Raider meets Hammer House of Horrors. The action's fast, the gameplay involving a lot of there's loads of gory bits. Play it alone, in the dark, with the volume well up

**JAY** An enthralling mix of Ralder-style adventuring, plenty of hack and slash action plus heaps of blood, guts and gruesome demons of the night. This fills in the gap nicely until Resident Evil 2 emerges

**JAMES** This is pure adrenaline, there's nothing better than tackling werewolves in ye olde London town. It's worth playing just to experience the deathly atmosphere. I like it a lot

**PAUL** I was pleasantly surprised when I first saw this. Beat'em-ups are ten a penny but Nightmare Creatures has a novel twist that helps to keep it interesting throughout. Certainly worth a look at least



# Jack the Ripper was a Boy Scout compared to

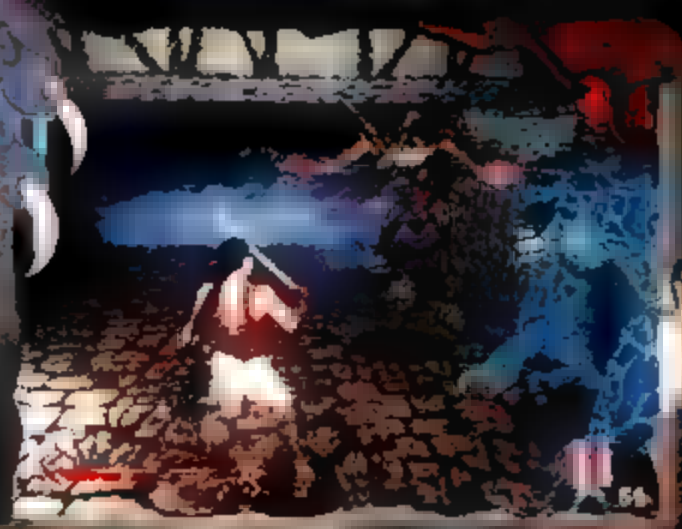
## N I G H T M A R E

# CREATURES

In the dank and grimy streets of  
Olde London town, a nightmare awaits you.

Grotesque and evil creatures are on the prowl, scouring the  
city's darkest corners in search of fresh victims to satisfy their insatiable bloodlust.

This masterpiece is one of the first to combine gothic cinematic terror with the  
action of a classic horror movie. With more blood than you've ever seen,  
Nightmare Creatures will leave the deepest apoplexy  
of the most twisted giant's mind.



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# Grand Theft Auto

BMG are about to upset the apple cart with the first real crime 'em-up. Watch it fly off the shelves and into a PlayStation home near you. Just don't get busted



**W**ell it's here. Possibly the most controversial videogame ever. Strangely though, apart from a few rumblings in the national newspapers and a concerned voice from Westminster it hasn't been that bad. Yet.

GTA isn't so much treading a fine line that could upset certain corners if crossed, it's ignoring the fact that a line even exists. Joy-riding, shooting, drug-dealing and robbery. They're all everyday occurrences in the cities (well more or less on the street I live too), but the major question is whether GTA is mimicking a realistic social scenario or is simply trying to get people to buy the game because it smacks of controversy and wears an 18 certificate proudly on its box.

The answer of course is both, but as this review is in danger of turning into a social studies assignment that's probably going to get copied by some student dosser, I'll leave that for later. What you want to know is whether all this speeding and killing is fun, and rightly or wrongly I'd have to say yes.

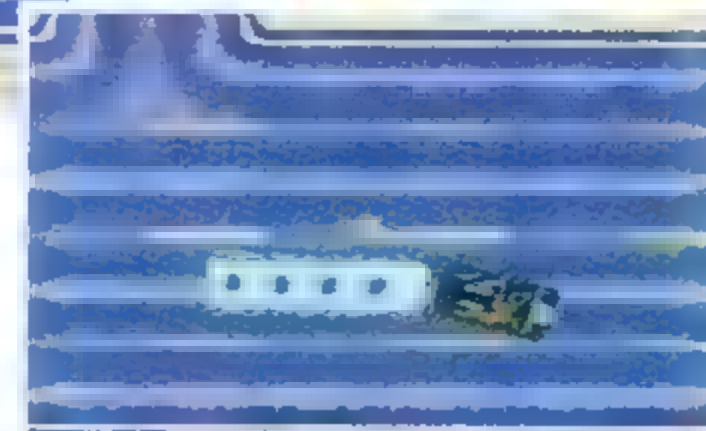
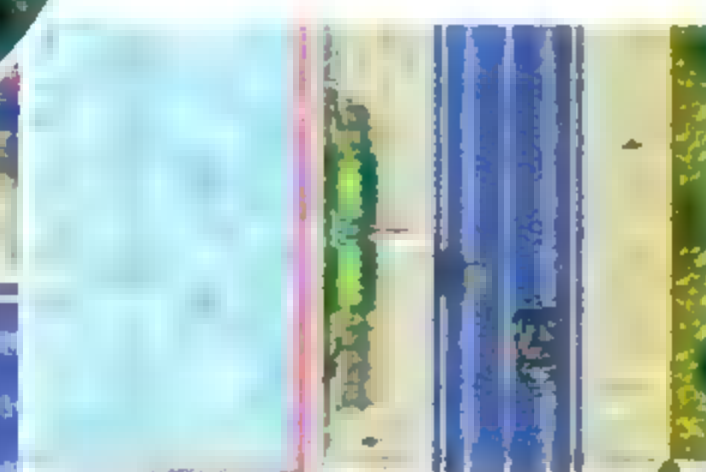
Developed by DMA Design of Dundee (remember Lemmings by Psygnosis, the cute little rodent game? Well these guys created that as well. Surreal eh!) Grand



▲ Some poor unfortunate passer-by has just been caught up in all this mayhem as you drag him out of the car and "repossess" his vehicle. No higher-purchase payments either. Cool



▲ These bikers have stolen your drugs and you're here to get them back, punk. Ploughing into them with your car will help!







Theft Auto sets you racing around fictitious American cities (although they're all modelled on places like LA and New York). As you blast around the streets you're set tasks by the various criminal leaders in your bid to become Public Enemy No.1.

To start off with you'll be told to go along to a set of telephone boxes, Dirty Harry-style, where you'll be given your first job. This will be something simple like driving to an area of the city where a getaway car has been dumped and you need to find it before the police do. Then it's off to dispose of it and so on and so forth before progressing to the drug runs and killings.

Now then. Your first major problem is that you're on foot. It's pretty rare to ■ ■ budding young criminal like yourself pounding the streets wearing out good shoe leather, so you need a car and there are plenty out there. Don't let the fact that other people own them stop you either. Simply step into the road in front of the oncoming traffic and force them to stop. Walk casually to the driver's side, pull them from their seat and steal their vehicle. Almost too easy! Of course, you could always take the bus. Literally (I've been waiting for months to get that gag in and in the end it doesn't seem worth it. Sorry!).

One of the nice features of GTA is that the music is linked to the car radio of the vehicle you've stolen. This lets DMA get several kinds of music into the game and to an extent you can almost choose your soundtrack. For example, steal a jeep and you'll get pounding techno hammering out of your speakers, whereas a pick-up truck will provide you with a little bit of Country and Western which is good



for a laugh if you've got your mates 'round after the pub. It's proper Dukes of Hazard stuff and it's a treat.

Sooner or later though, after you've smashed into enough cars (which happened to me quite a lot until I sussed out that Yanks drive on the right. Good job I've never driven abroad really) or run enough people over, you're going to incur the wrath of the police.

Once they've got their teeth into you though you can be sure they're going to hound you unless you manage to find a friendly garage who'll do you ■ favour and 'ring' your car, respraying it and changing the plates to throw them off your scent. For a price naturally.

Just going back to the subject of running people over for a minute. Apart from the average pedestrian, I believe you can also score big points if you happen to ■ across ■ procession of Hari Krishna followers and (hypothetically, because I haven't tried ■ myself, honest!) mow them down without mercy. Just for example obviously.

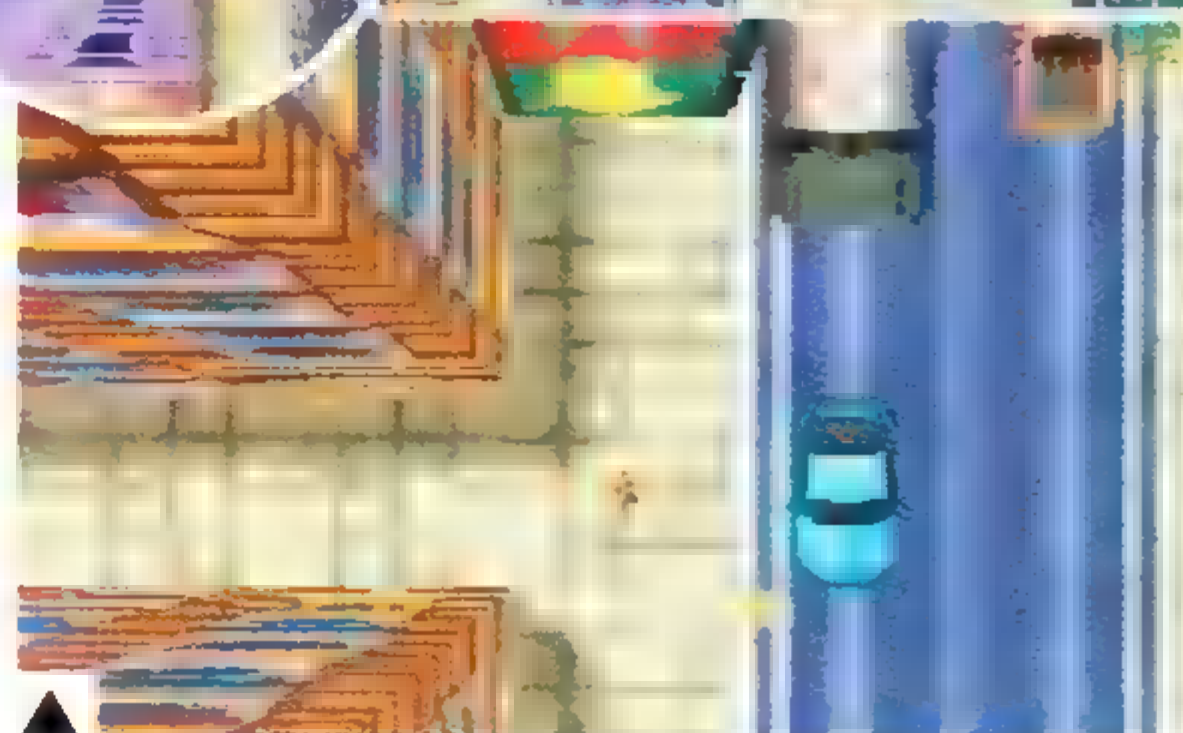
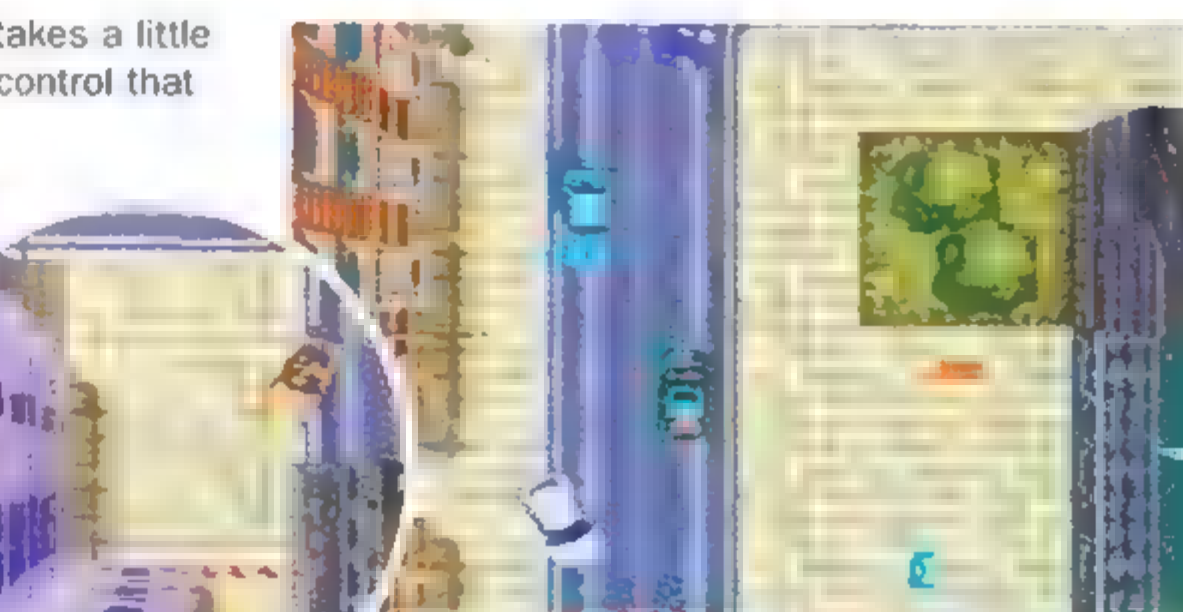
The trick is to balance ridiculous acts that will draw a lot of attention to you, with the jobs that your crime lord bosses give you. Maybe it's better to quietly go about your work and progress through the ranks and eventually become one of the major players in the Mafia. It's up to you and that's great.

Initially getting to grips with GTA takes a little time. There's something about the control that feels a little alien, but with ■ bit of concentration you'll soon pick it up and really start to enjoy yourself.

The three cities in the game are vast sprawling ▶



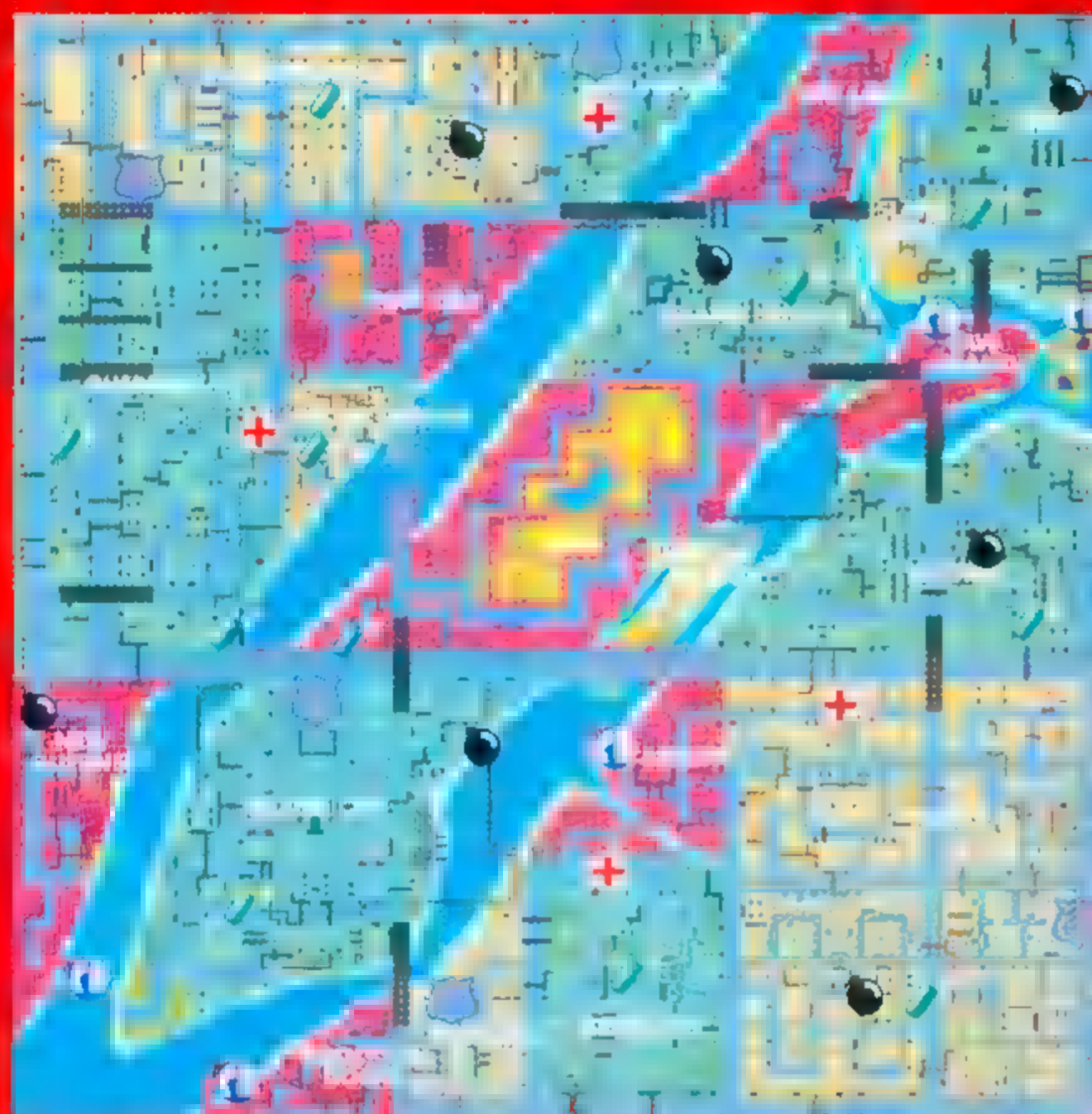
▲ You've stolen a bus, now where's Sandra Bullock gone when you need her? You'll get your instructions from those phone booths



▲ Your starting location has ■ handily parked sports car just waiting to be "borrowed" by you for the greater bad



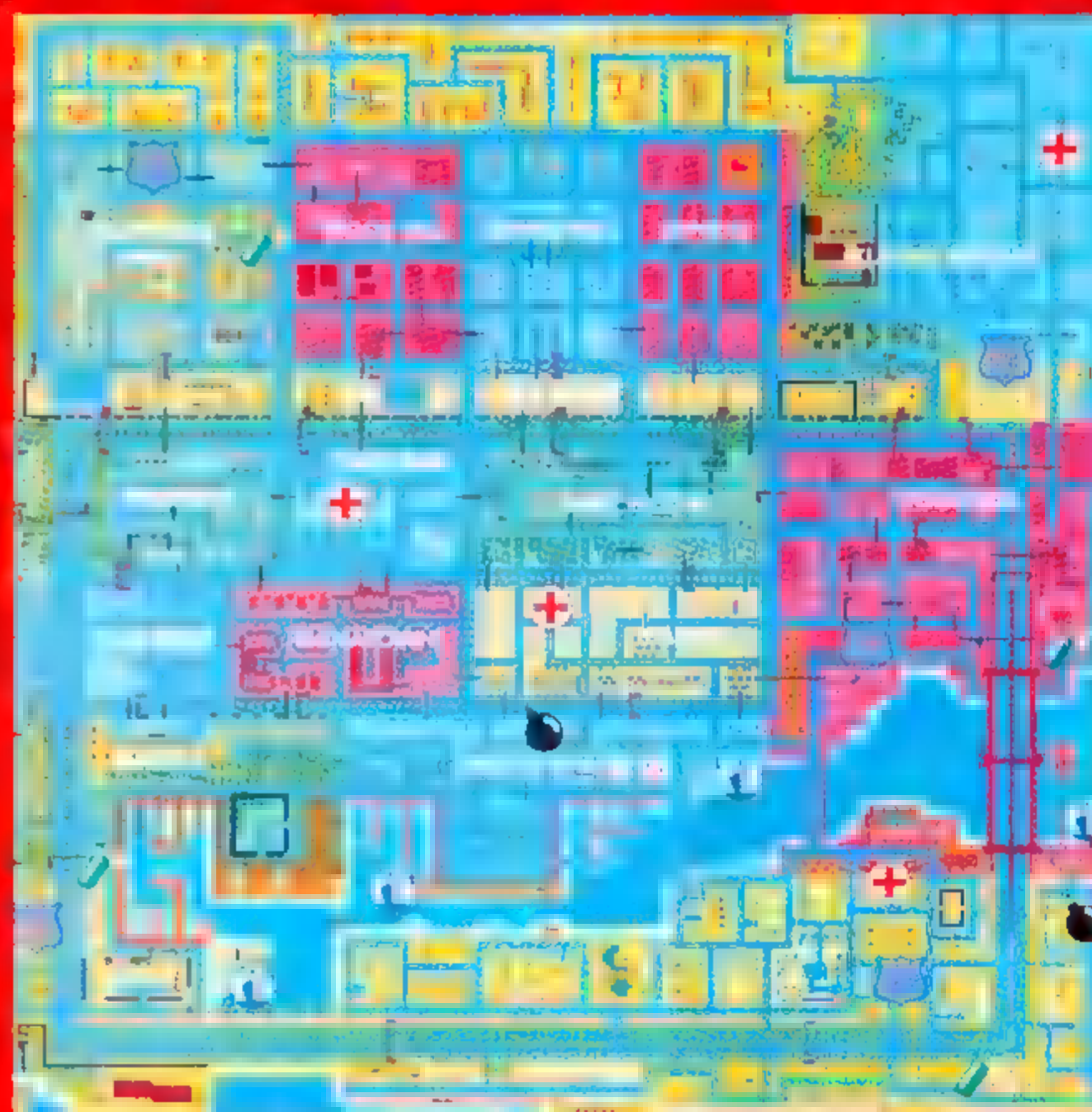
## GTA'S A-Z



### Liberty City

*Founded on land bought off native Indians for just \$37, a barrel of mead and a sack of feathers by Belgian settlers in 1603, the ancient five boroughs of Liberty Island, The Brix, Estoria, Kings and Brocklyn have effectively been joined in the metropolitan area by urban areas from the neighbouring state of New Guernsey. Whether you have lived in Liberty all your life, or are visiting for the first time, there is always something new to find.*

*From the tragedy of Law Island, where a plague outbreak once killed a million immigrants awaiting transfers to the mainland, to the ethnic charm of Island Heights, to the galleries and sky scrapers of downtown Island City, there is so much to see and do in Liberty but at the same time you should still exercise caution in the poorer areas.*



### San Andreas

*Old world Latin charm and new order Pacific rim technology live happily side by side in San Andreas, the city of the future. San Andreas, which expanded rapidly following the famous 'Fool's Gold Rush' of 1869, has long had ties with the orient. Today, this is reflected in its thriving oriental communities. As well as Korean and Japanese populations, the city boasts the ninth largest Chinese population in a major city with a two word name anywhere in the world.*

*It has long been rumoured that the Chinese control much of the organised crime on the west coast from a laundry in San Andreas's Chinatown, but no one has ever been able to substantiate these claims, although some have disappeared while trying. Conflicts between Mexican and Chinese communities are also common in the area.*

## Grand Theft Auto

► affairs that are easy to get lost in. I have ■ notoriously bad sense of direction and spent close to half an hour driving around one corner of town consistently ending up in the same place time and time again. Scream? I nearly tore my hair out. But with perseverance I eventually blundered through.

GTA is great fun and obviously a good game. It's going to get hammered from official corners, but I'm just reviewing it as I see it.

We're probably not that far away from some 13 year old kid nicking a car, losing control and leathering into a group of people at a bus stop, whereby the papers find he's got GTA in his games collection and all hell breaks loose. So in that respect BMG are perhaps treading a fine

line with possible consequences for the rest of the industry, but somewhere along the way you have to be able to make the distinction between reality and games.

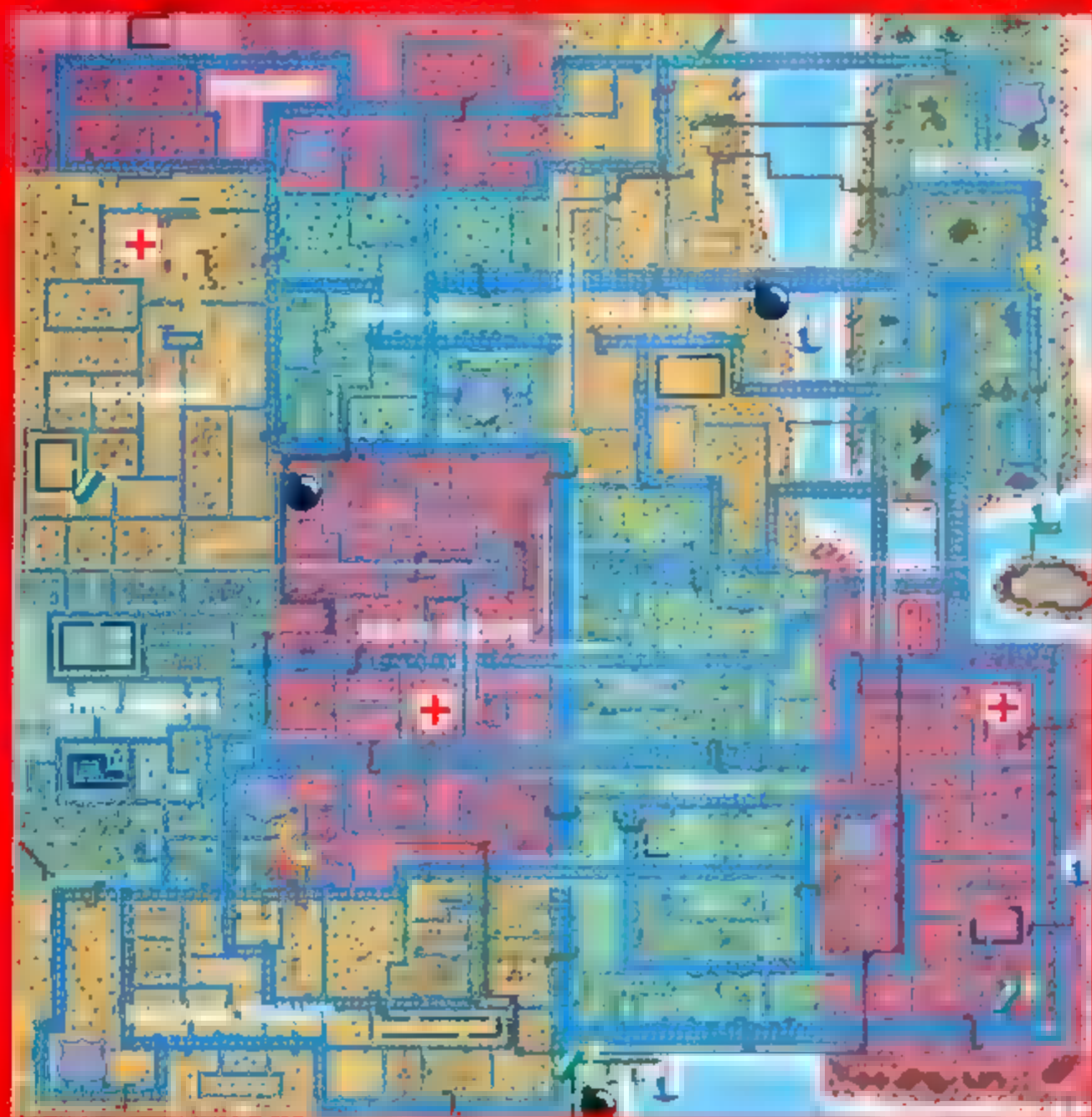
There's nothing tasteful about blowing the strippers away in Duke Nukem, but simply because it's not set ■ ■ familiar setting it's alright apparently. People should be given a little more credit than the tabloids are prepared to offer and while obviously there are some right little bastards and headcases out there, GTA can't be held responsible for society. But maybe, society can be held responsible for GTA.

Now that definitely has to be worth an A+ at the very least. Sir... please. I really don't want to repeat a year. I'm ■ good student. I can't afford my baked beans and I want to go to Seventies discos all the time. Oh and listen to that bloody Teletubbies record...



Getting nicked has to be bad for business, but you'll be out ■ ■ in next to know time

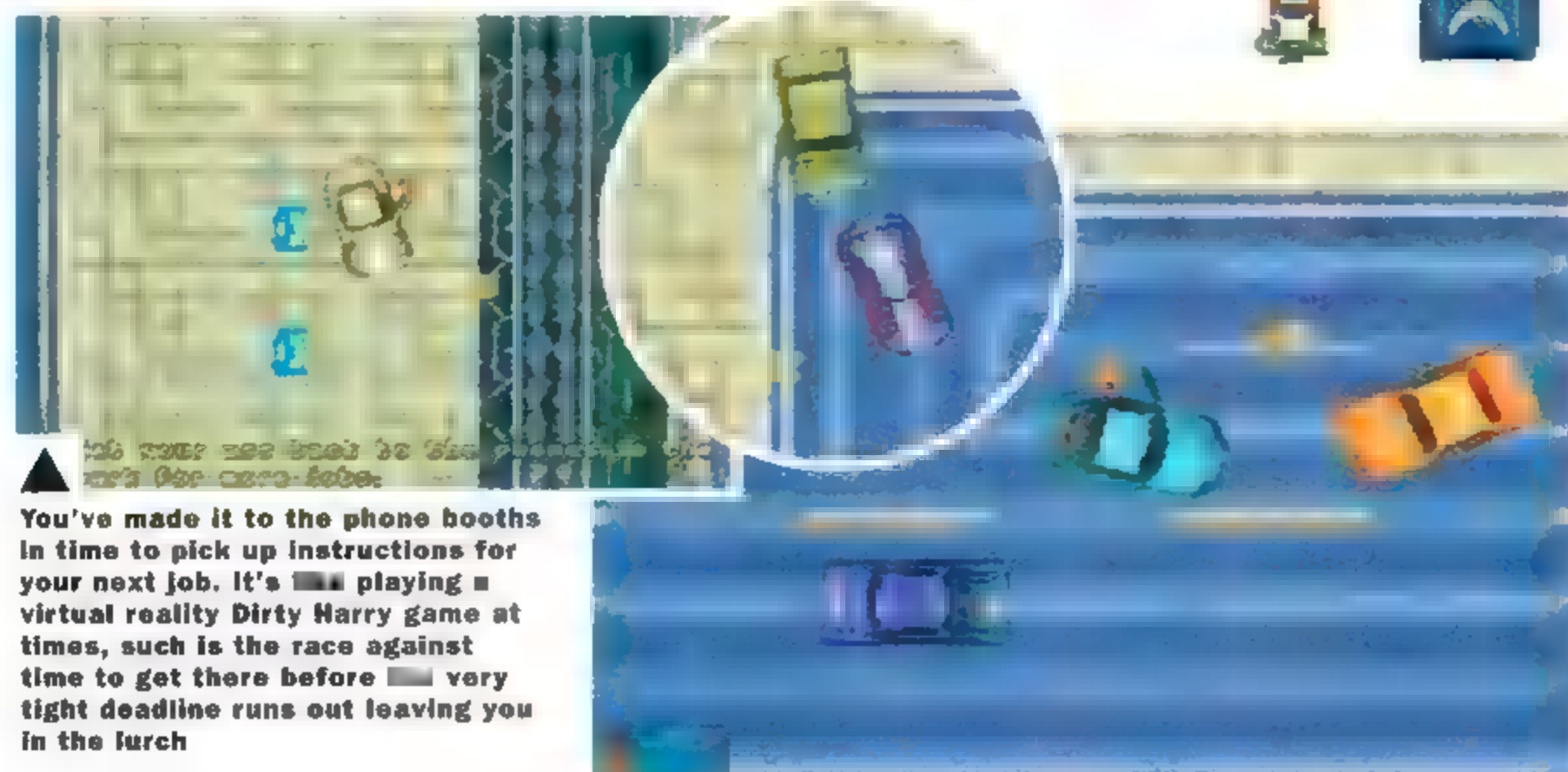




## Vice City

A former Spanish slaving colony, Vice City, or City of the Fallen Angel, to use its Spanish name, is a city that revolves around just one thing; money. From the retired doctors and lawyers of Vice Beach to the cocaine dealers of Little Bogota, everyone is desperate to show off just how much they can spend in this subtropical paradise. Vice City now boasts the highest murder rates, the highest amounts of drug-related crime and the least respected police department anywhere in the USA.

Visitors to Vice City are advised to take extra caution when moving through the ghetto areas of the town as they are quite likely to be butchered during one of the many drive-by shootings that can be witnessed at any time of the night or day.



You've made it to the phone booths in time to pick up instructions for your next job. It's playing a virtual reality Dirty Harry game at times, such is the race against time to get there before a very tight deadline runs out leaving you in the lurch



## PROSCORE

**GAME** Grand Theft Auto  
**GENRE** Arcade Strategy  
**SOFTWARE HOUSE** BMG  
**CONTACT** 0171 384 7774  
**RELEASE DATE** Out Now  
**PRICE** £44.99

The first time I saw GTA I thought it was a lead balloon filled entirely with hype. Then I actually played it and really enjoyed myself. It's based on rather dangerous material to say the least, but as a game it plays wonderfully, it's challenging and it's varied. It's going to have bigwigs stamping their feet for the good of the community, but at the end of the day we play videogames and don't dress up in stockings or beat little boys with canes.

Pay heed to the certificate sticker. There's too many little thieves near my house I don't need any ideas. To sum up then, GTA comes highly recommended. It's a great laugh so let's just move along now. There's nothing to see here.

BY PAUL McNALLY

**GRAPHICS** 8

**SOUND** 9

**GAMEPLAY** 9

**LASTABILITY** 8

9

**HUGH** Grand Theft Auto is a fine game. Tricky to master, once done you will keep you going for bloody hours. Forget the fact it's bad taste, run policemen down. In the game course!

**JAY** Death, murder, mayhem, drug dealers, joyriding and cop killing - as you can probably guess, this isn't a game for the weak hearted, nor the younger members of the PSX club. Nevertheless, it's a fine, fine game

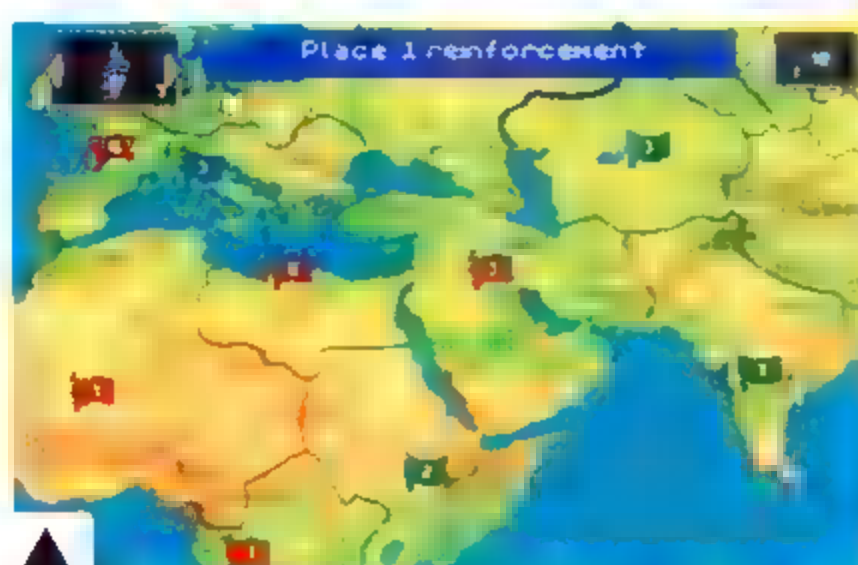
**ANDY** As I await court proceedings against me for reckless driving, I feel I must deplore this game for its disregard for human life. Whilst I cannot condone such behaviour, it is a great laugh after a few pints (whoops)

**JAMES** True there are many non-PC games to be enjoyed in this game, but that's about all only appeal it has. Annoying controls and bland graphics don't impress me I'm afraid. Great idea, that could've been a lot better



# Risk

*Do you fancy trying your hand at being a neurotic, power crazed dictator? In that case Hasbro's latest board game conversion should be right up your street*

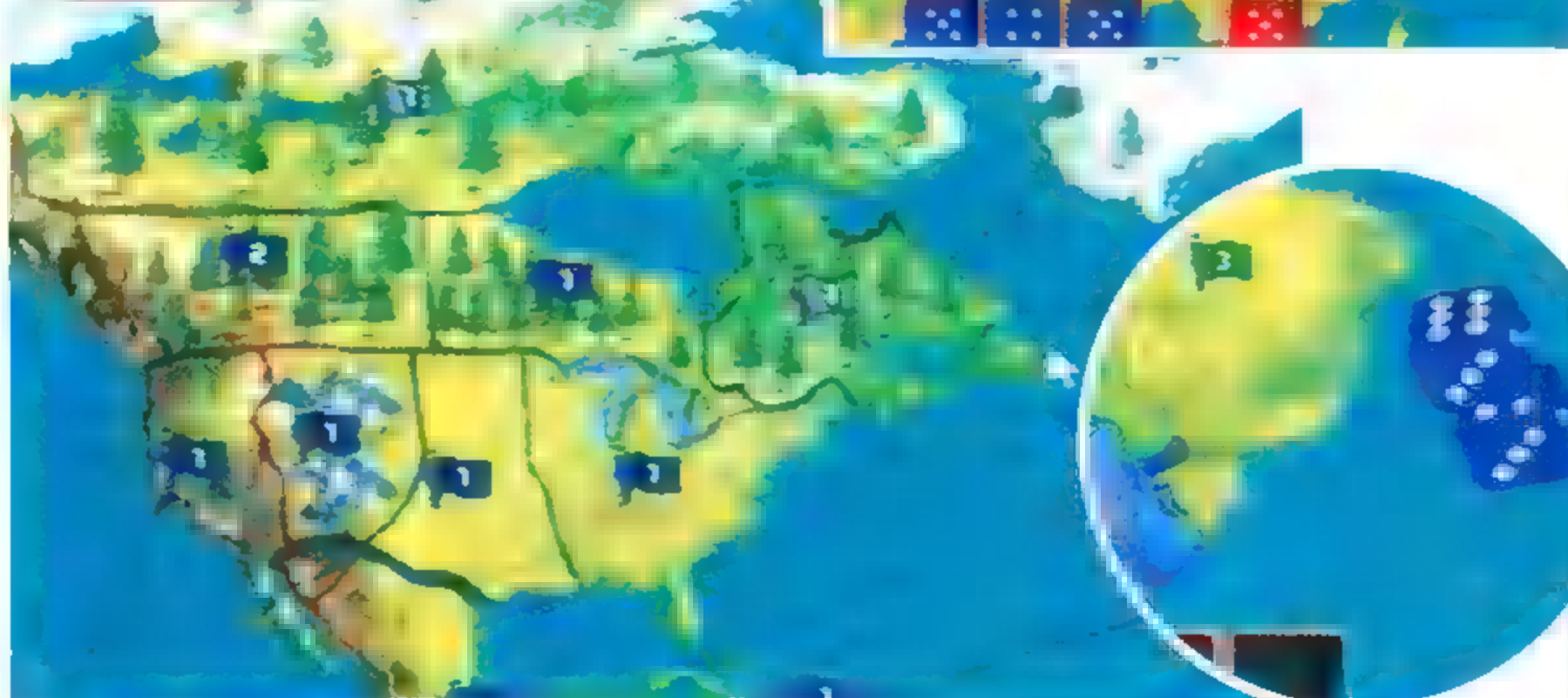


▲ The first section of the game involves placing your troops. Make sure you don't spread them too thinly – you'll get your arse kicked



▲ In the Classic mode – throw of the dice will decide the outcome of the various battles. Here the Blues dish out a damn good slapping

In Ultimate Risk mode the various continents will have different terrain types that will effect the outcome of the various battles.



Some things in the world of videogaming really confuse me. For instance, why pay £44.99 for a five-a-side football game when you can do the real thing for a fraction of the price. And virtual karting? Why not dish out £20 and do it for real (complete with aching muscles)?

Surely at the top of the strange videogames list must come board game conversions. Why the hell would you want to spend such an ample amount of your precious beer money when you might just as well go and buy the board game itself for much less dosh?

At least, that's what I found myself thinking as I loaded up Hasbro's new PlayStation conversion of the classic warmongering board game Risk. Having never played Risk myself, I wasn't entirely sure what to expect. The fact that the game has been around, in one form or another, for a few decades at least, proves that it must have some pretty strong gameplay, but it still looked a little too much like a strategy game.

Now this is a game genre that I am, by my own admission, absolutely crap at because I have the attention span of a geriatric goldfish with concussion, so you can understand that I was a little worried at the start of this review.

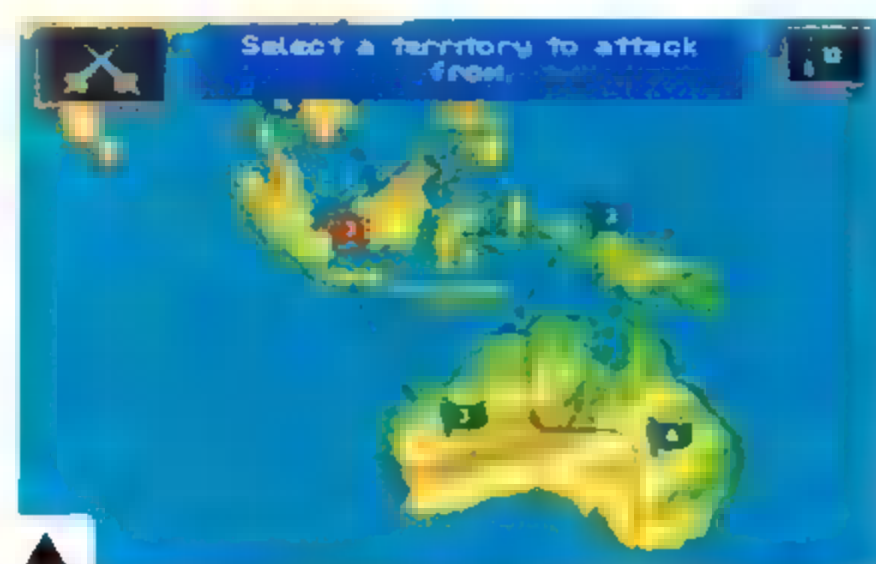
The first signs weren't to promising either. Being adapted from a board game, there's not

an awful lot you can do with the graphics and, apart from a few nicely rendered animated sequences, the game looked pretty simplistic. Although certainly presentable, at first glance the distinctly 2D map view of the world made me pretty damn sure that my attempt at playing Risk would probably last a few minutes at best.

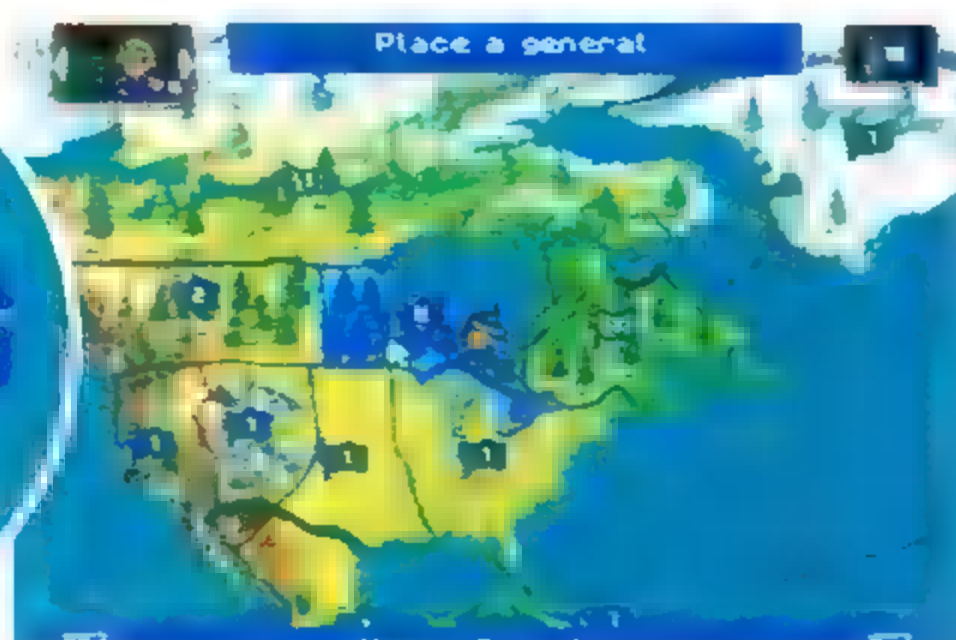
Three hours later I was still sat there, getting more and more engrossed in the slow paced, but nevertheless involving, gameplay. For those who have never really gone in for any of that C&C, Warcraft malarkey, Risk is a genuinely unintimidating and painless introduction to the scarily cerebral world of strategy games.

You've basically got two different types of game here – Classic Risk and Ultimate Risk. The main difference is really just down to the complexity of the game. Classic Risk involves you playing against anything from three to six different players (or against the CPU if you're lacking in the friends department) to achieve world domination. Quite simple really.

Obviously the aim of the game is to capture as much territory as possible. The more land you annex the more battalions you will be able to put together. The main problem is that, if you over-extend yourself your gains will be short-lived and territory will be captured back off you. You really have to think about your actions very carefully, bide your time and build up huge,



▲ No part of the world is exempt from the conflict. Here peaceful little Australia gets ready for







carefully positioned armies. Luck plays a large part too – the outcome of battles is decided by good old fashioned dice throwing.

Tricky though Classic is, try playing Ultimate Risk for even more challenging gameplay. In this version of the game, loads of other factors are brought into play such as the lie of the land, weather conditions and the alliances you make with other players. The outcome of battle is decided by choosing which tactic to use when engaging another army – choose wisely and you stand a much better chance of winning.

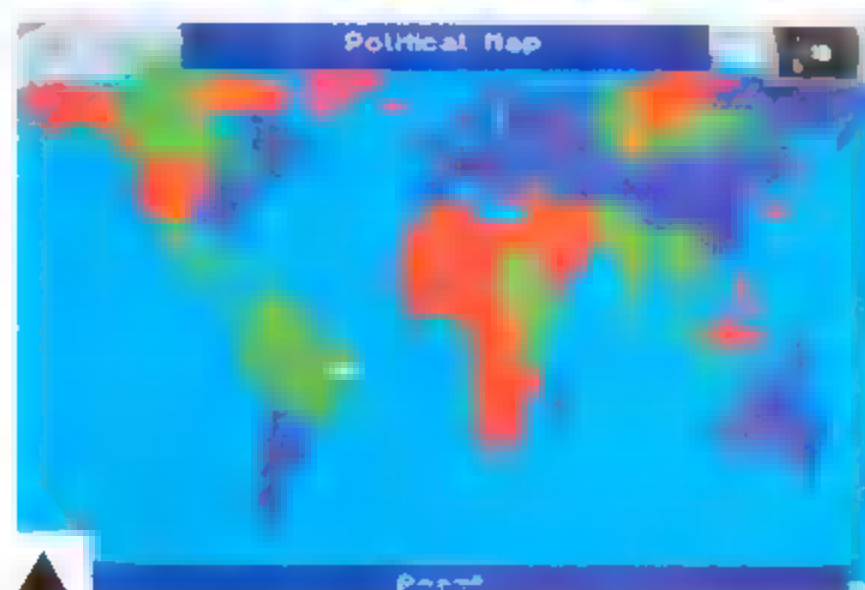
The gameplay, although quite mentally strenuous is pretty involving and, if you're in the right frame of mood to play, Risk can be a very enjoyable alternative to the usual more brainless fodder that's out there.

The only major criticism I have is that Risk suffers from the old Monopoly disease. Remember when you used to play Monopoly and the game would just reach an impasse, and where, although nothing much was happening and most of the players were done for anyway, the game just wouldn't end? Well this can tend to happen in Risk as well (maybe it's a joy of board games that I never understood?).

After a while you will tend to just retake old territories from your opponents, and basically go round in circles. Mentally stimulating circles obviously, but they're still circles.



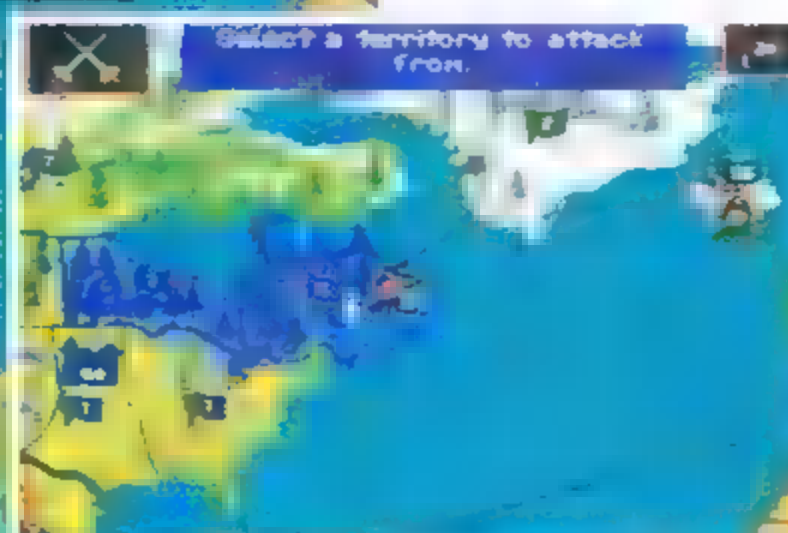
In Ultimate Risk the battle cards allow you to choose a tactic to use against the opposition



The political maps gives you a handy overview of the conflicts raging around the world. The blue bits are mine, I'm not doing too badly



One particularly tricky feature of Ultimate Risk is the way in which random events bugger up your plans. Here I've just lost loads of troops because of poor supplies. Whoops!



## PROSCORE

GAME Risk

GENRE Strategy

SOFTWARE HOUSE Hasbro

CONTACT 0171 490 1323

RELEASE DATE Out Now

PRICE £39.99

Although **Risk** might not look like the cutting edge of PlayStation technology, and tends to lack in the old 'stunning visual tricks' department, there is still a ton of gameplay lurking about in the old duffer yet. I'm not one for really long-term games – I like something you can play for 10 minutes when you're a bit bored – but **Risk** held even my attention for a fair amount of time. Thankfully, it avoids the tedious attention to **Risk** mars most strategy games and just provides you with a bit of intelligent gameplay every now and then to remind you that you've still got a brain. If you fancy something a little bit different try this, but it is just basically a souped-up board game.

BY HUGH POYNTON

GRAPHICS 5

SOUND 6

GAMEPLAY 8

LASTABILITY 7

7

**PAUL** An awful lot of people have played Risk over the years so a PlayStation updated version might sound like a good idea. The execution is good, but it is always going to be a board game based on war. Stigma alert!

**JAY** The original **Risk** game didn't appeal to me and maybe I've missed the point on this one, but I find these sort of strategy war games absolutely boring and horrendously dull to boot. Not for me I'm afraid

**ANDY** I see no good reason why Risk should be brought onto any computer format. Stick to the board game if you must play. For the record though it isn't as bad as you may think. There's plenty to think about and do

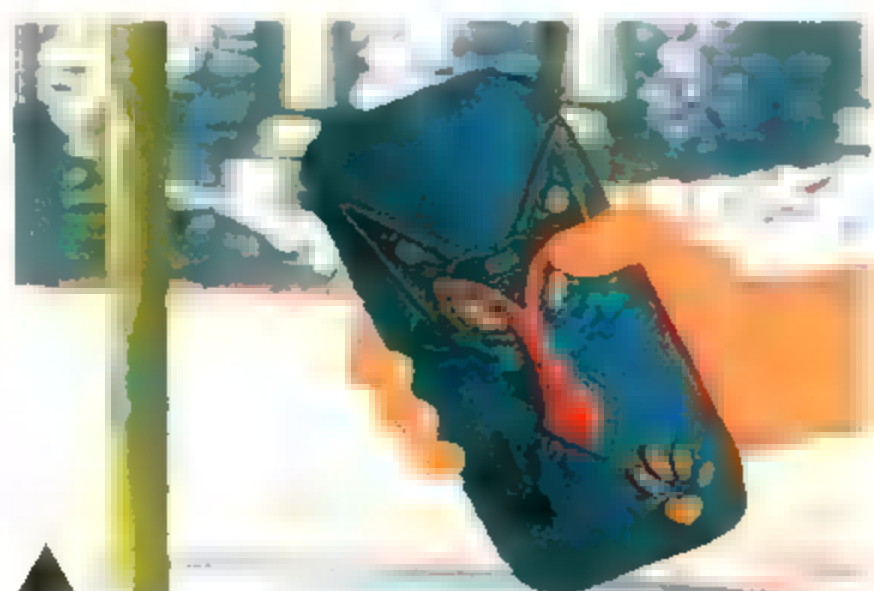
**AMES** I don't mind strategy games as long as there's something interesting to look at, which is where Risk failed to impress me. I didn't like the board game, but there's nothing in this conversion to change my mind



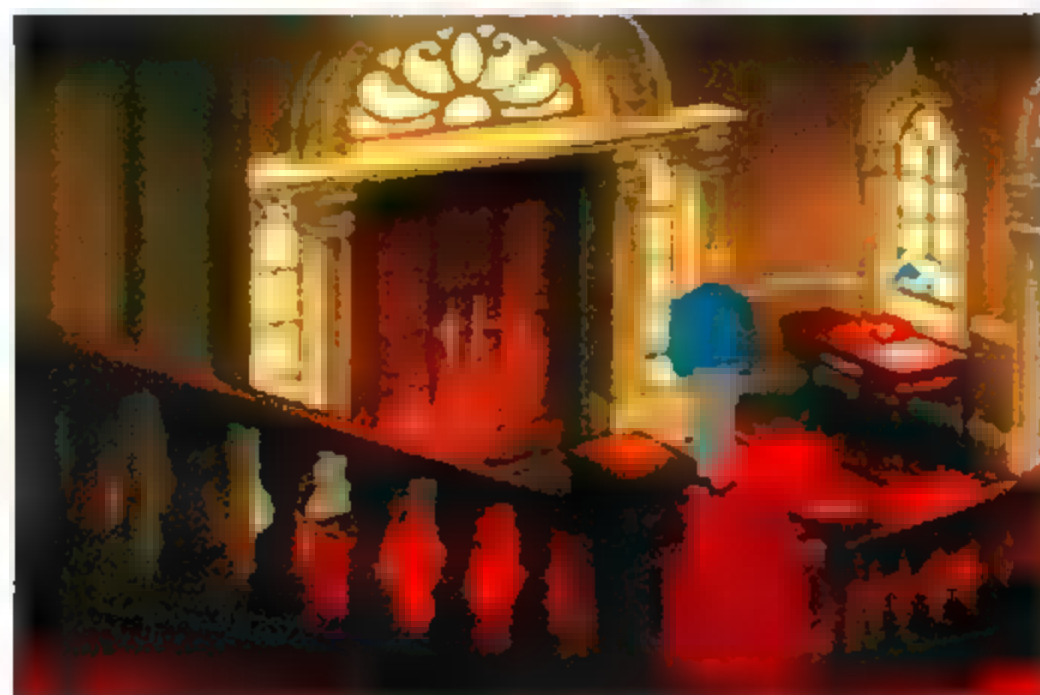
# Broken Sword 2

## The Smoking Mirror

*Now you know you're having a run of bad luck when your sword breaks and your mirror starts to smoke. What's a man supposed to do? Anyway, it's time to point and click again kids!*



▲ Aha! Could this be an important clue ■ one of those red-herring things that adventure games tend to chuck up every ■ and then



▶ This lovely Parisian cafe might ■ familiar to anybody who played the first game as it was ■ of the major locations. I wonder if they charge six quid for a coffee like most other cafes in Paris?



**Y**ork-based Revolution Software have been flying the flag for British point and click adventure games virtually since the PC started becoming the popular medium that it is today. Beneath A Steel Sky ■ recognised as ■ bit of a classic, but then Revolution followed it up with the simply superb Broken Sword for the PC and then the PlayStation.

Rarely has a game been able to hold my attention for a full day solid as did the original and when I eventually stopped playing it, it was more down to time constraints and sleep deprivation than anything else.

Now, after what seems like an eternity, but is probably less than 18 months, comes the second instalment in the life of George Stobart and this time all the niggles we encountered in the original Broken Sword (few as they were) have been ironed out.

To start with a lot more thought has gone into the way the game presents the plot. More puzzles and locations have been packed ■ and the huge amounts of dialogue has been trimmed by half, so there are none of those long tedious sections ■ the sequel. Instead, all you'll find is hands on point and click action.

Broken Sword 2 is compatible with ■

Sony mouse, which is great if you're fortunate enough own one, but for the majority of us it's going to be down to moving the cursor around the screen with the D-pad. Thankfully, this is nowhere near as tedious as it could be, since holding one of the shoulder buttons on your controller speeds it up no end, although this can be a little tricky to get to grips with initially.

Just like the original, the scene is set in grand fashion before racing into the first action-packed problem. Old George gets a bit of a good hiding and is knocked unconscious while his little French piece of ■ girlfriend is kidnapped. Waking up, tied to a chair with the room on fire, Georgie boy has to get out of this precarious position if he's to save the tasty Nico from a fate worse than death. And this is just the start of the roller-coaster of location changes and wonderful scenery in the game.

From here on in you should get into standard pointy-clickety mode which basically means scouring every location for possible

objects which tend to be tucked away amongst the scenery. When you find an object, it's a matter of stashing it in your inventory in the hope you'll find a use for it later in the story.

My main gripe with adventure games is that sometimes what you have to



▲ A meeting with Nico's close personal friend may just reveal ■ clue that will be enough to set you on your way





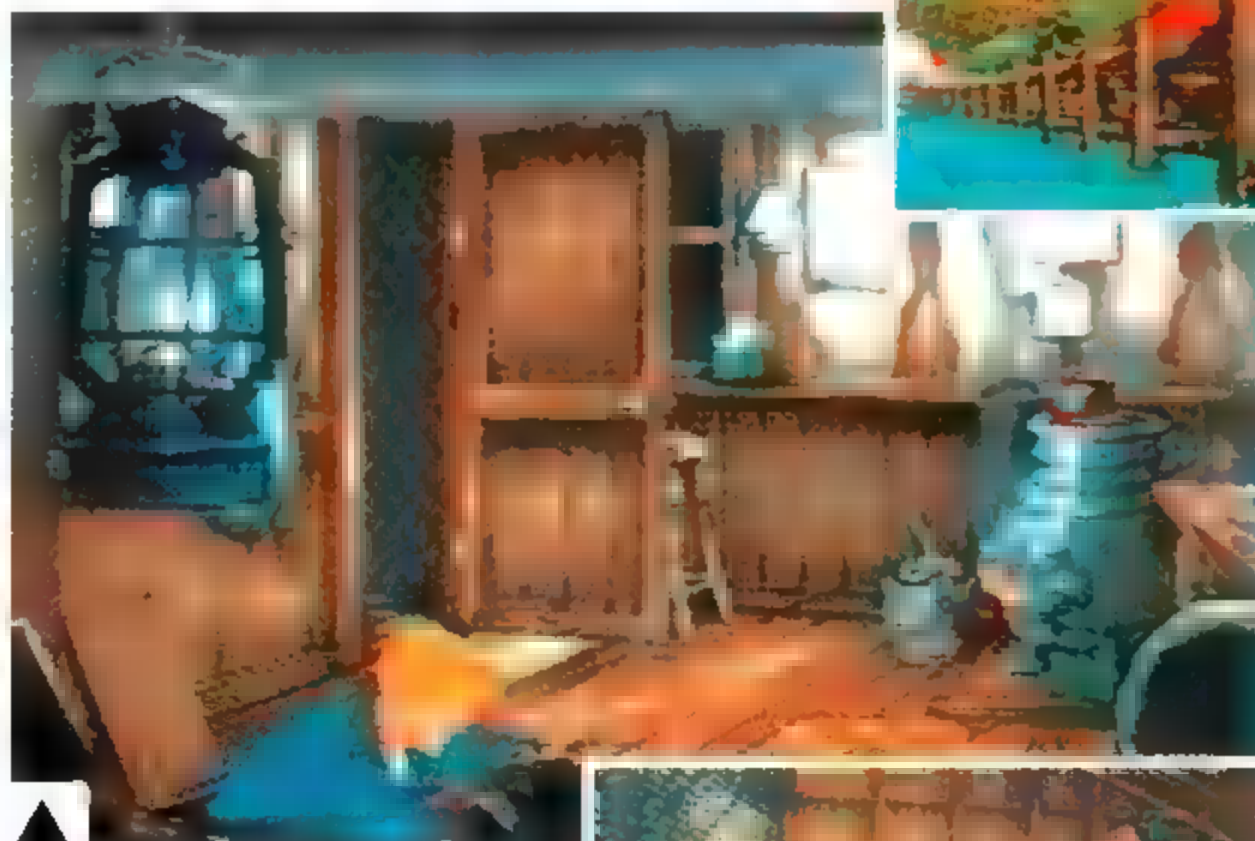
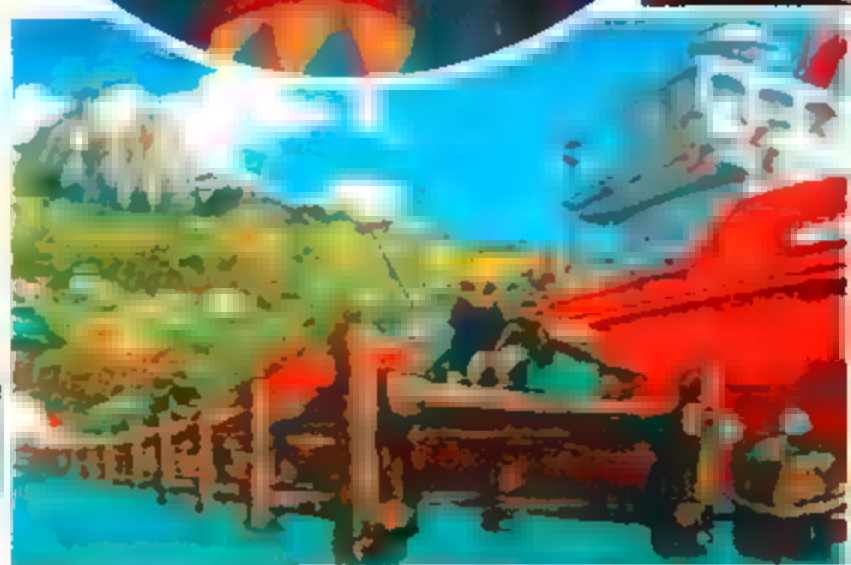
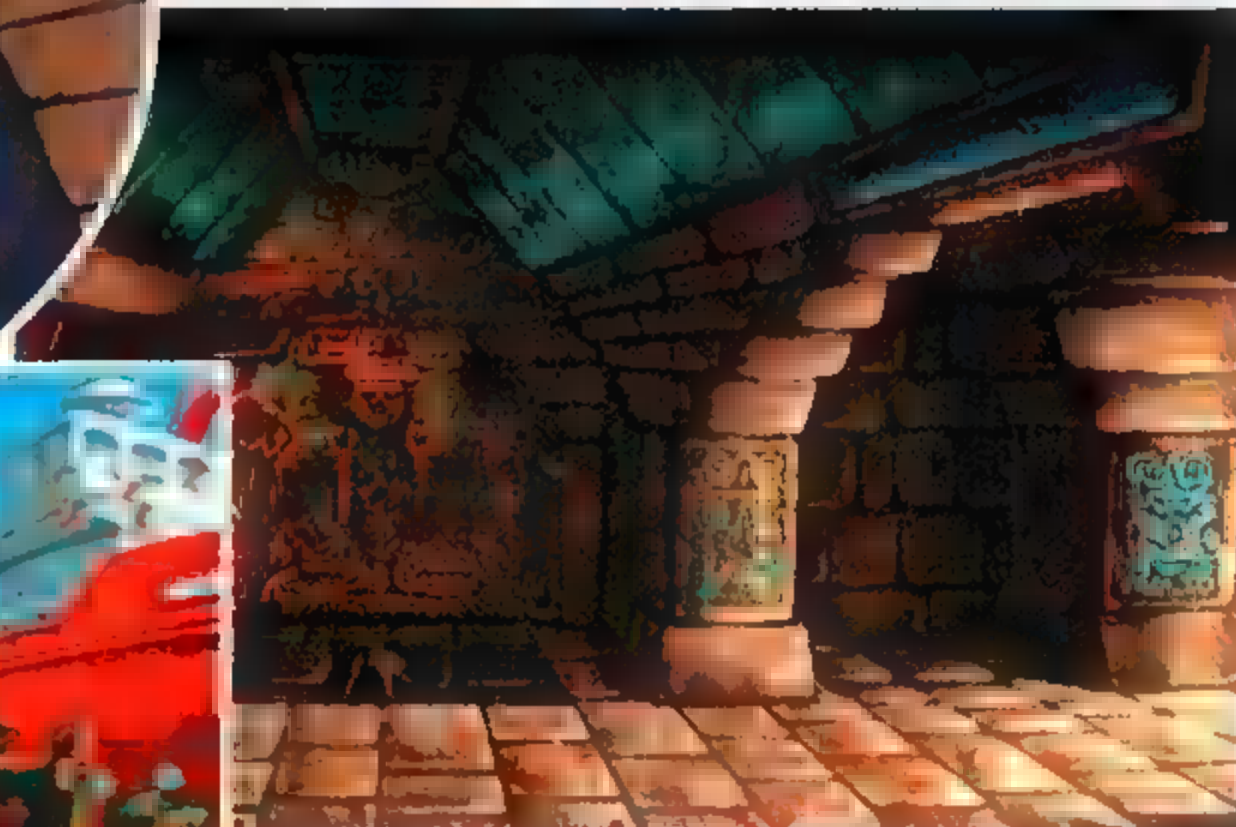
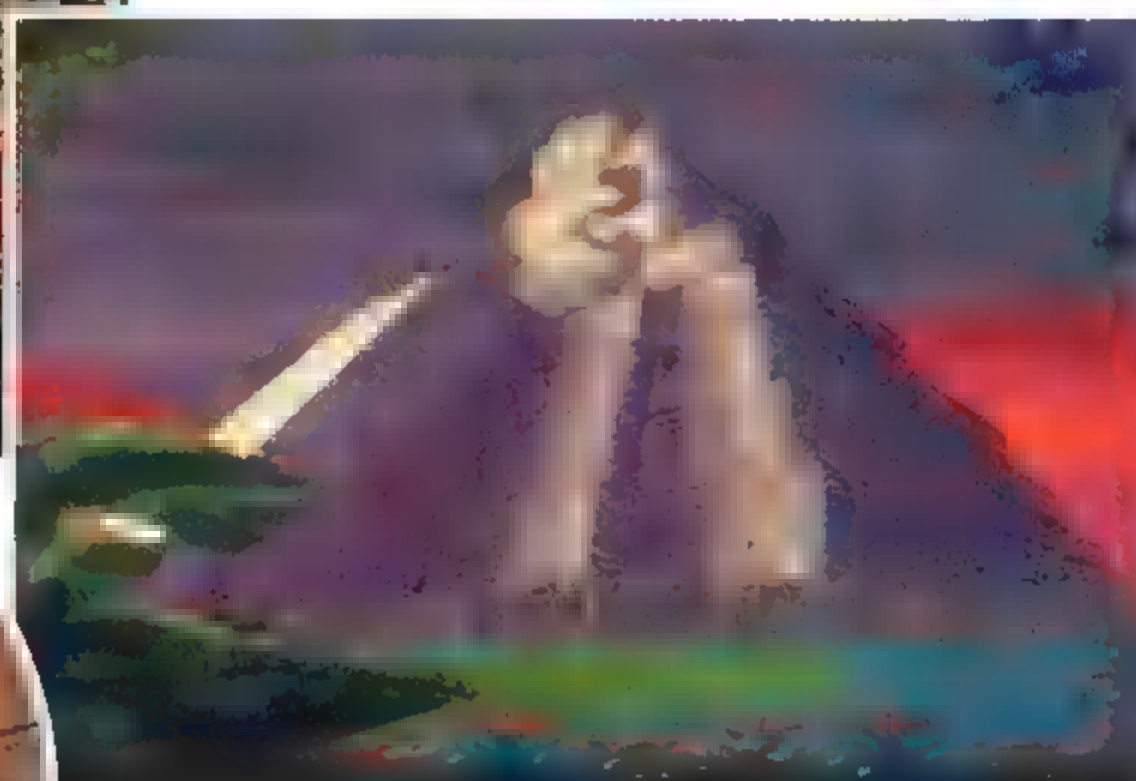
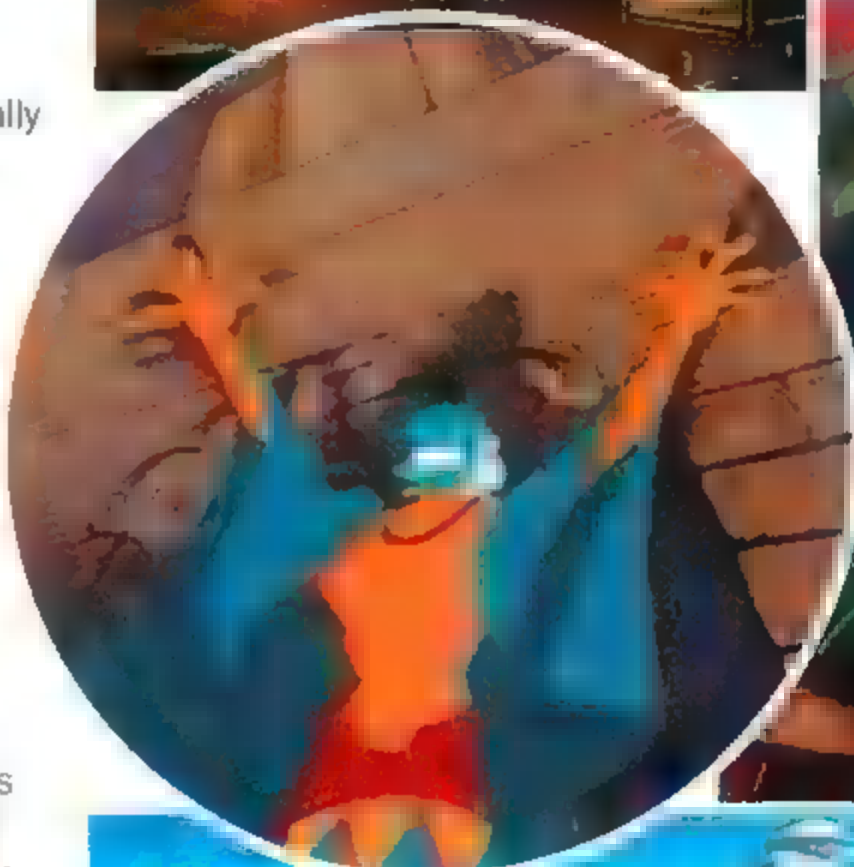
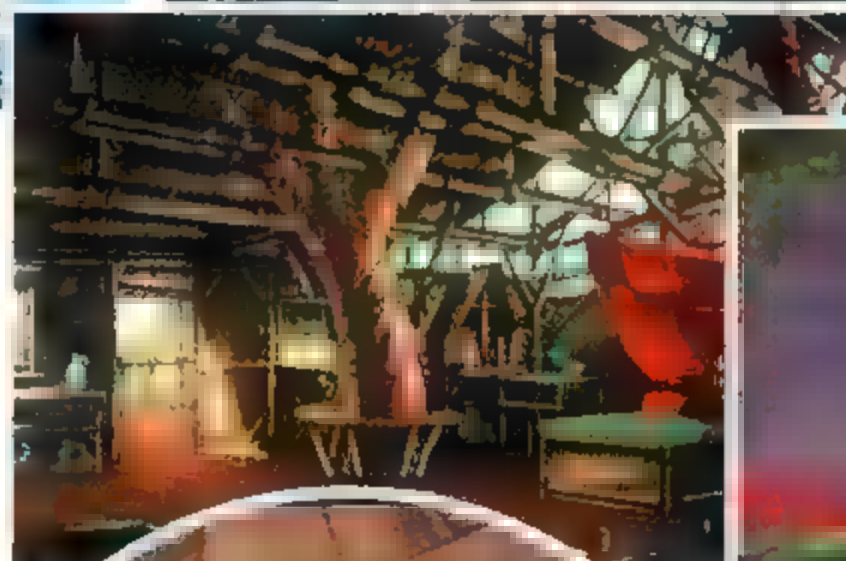
Broken Sword ■ features ■ plethora of well drawn locations that are all animated and can be fully traversed by George in his quest to free Nico

do isn't always obvious to everybody. For example, early on you find a pair of Nico's knickers tucked away in her handbag and after all the humorous sniggers while you 'examine' them more closely, you tuck them away for later. Now if you've got your wits about you, you'll come to realise that you need to wrap the lingerie around ■ hot cylinder (cue 'Are You Being Served' style innuendo in the game's dialogue) in order to pick it up. While technically being logical, if you're not thinking along the same lines, you might find yourself stuck, if not at this part, then later on in the game.

Now that last bit makes the whole review sound rather negative, which it certainly isn't meant to be. Broken Sword 2 is undeniably ■ tough, huge, beautiful looking and sounding game, but it's still a PC game moonlighting on the PlayStation. Having said that, the first game proves there's definitely a market for adventure games, with people getting fed up with the staple diet of racing and fighting games.

Since ■ I've already mentioned the game's aural qualities, now would seem to be a good point to go into things in a little more detail as this is one of the sections that Revolution have improved tenfold.

The soundtrack is once again provided by composer Barrington Pheloung, who ■ his past has been responsible for music in the likes of



After ■ cunning bit of puzzle-solving you eventually manage to break into the watchmen's hut. But now what?

The lovely Nico sits strapped ■ a chair awaiting whatever fate her captors decide to give her. Only George ■ save her now



Knocking ■ the door is only ■ going to bring trouble ■ a game like this. Do you really want to know what's on the other side? Really?





## Broken Sword 2: The Smoking Mirror

► Inspector Morse. Where this differs from the last offering is that Broken Sword 2 uses a clever little programming trick to preload sections of incidental music before they are actually needed, thus cutting down disc access time. Previously of course you knew something was going to happen by the lengthy pause that occurred as you opened a cupboard or utilised a certain object.

Graphically the game is even more colourful and detailed than Broken Sword ever was and it

really is pleasing to the eye, although as mentioned it is difficult at times to see items hidden away in the lush colouring. This means that things can be a little hit and miss. You more or less have to move your pointer over the whole screen in the vain hope that it will start to pulse and reveal a goodie worth collecting.

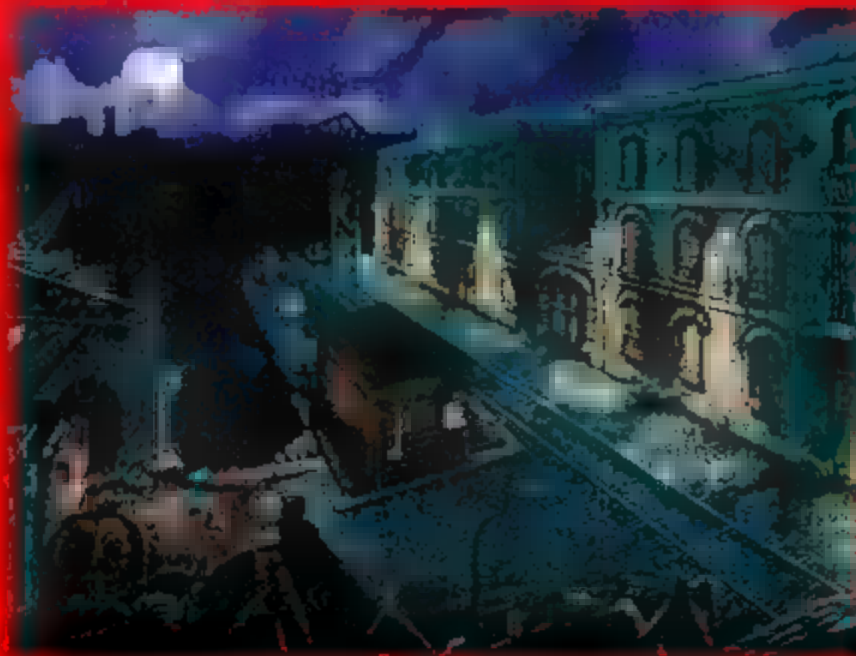
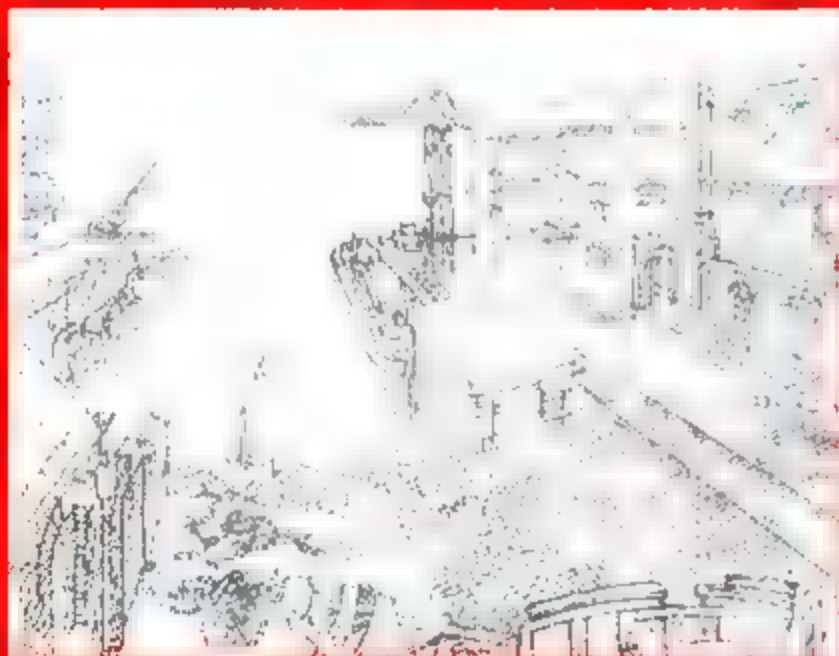
Pain in the arse or part of the fun? Your answer will more or less determine whether Broken Sword 2 is for you or not, but that is the genre in a nutshell.

### ON THE CUTTING EDGE



The art in Broken Sword 2 has been developed through a number of stages. Starting off as a line-based pencil drawing, the character is then filled in by a professional computer artist before the sketch eventually makes its transition into the game itself.

The beautiful looking hand-drawn locations in Broken Sword 2 are created in the same way. First they're sketched in pencil before ending up on everybody's screens at home via a computer artist. It's a long and arduous process, but the final effect is superb.



This is one of their last moments together before Nico is kidnapped. Now George has to set off on yet another quest to save her



## PROSCURE

**GAME** Broken Sword 2

**GENRE** Adventure

**SOFTWARE HOUSE** Sony

**CONTACT** 0171 447 1600

**RELEASE DATE** Out Now

**PRICE** £44.99

I was really into Broken Sword on the PC, as I said in the main review, but given the choice I'd still rather play the sequel on my PC rather than a console. If you don't mind the problems that bringing games like this to the PlayStation cause, mainly with pointer movement and so on, then you're laughing. It's obviously a brilliant game that a lot of adventure-going people will enjoy. The level of production is superb and the atmosphere seeps through the locations faultlessly. The reviews have once again underlined the fact that they are the best British developers producing adventure games today. Take the pros and cons into consideration and make a careful buying decision.

BY PAUL McNALLY

**GRAPHICS** 8.5

**SOUND** 8.5

**GAMEPLAY** 8.5

**LASTABILITY** 8

8½

**HUGH** Although definitely a game for the more cerebral gamer, Broken Sword is still an engaging and beautifully produced affair. The look, atmosphere and gameplay is all well crafted and should provide hours of gameplay.

**JAY** The original took me ages to complete and this sequel, although not offering anything massively new or improved, has enough charm and addictive gameplay to keep me pointing and clicking for months.

**ANDY** The line of fantastic adventure games continues. Broken Sword really does engage the brain cells as you try to solve puzzle after puzzle, with amusing results. The lasting appeal and challenge is a major plus point.

**JAMES** Adventuring is a welcome change from tearing around tracks, and this is enough the deepest, most atmospheric title in this genre. If you can stand the headaches, this game has a lot to offer.



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# Castlevania

## Symphony of the Night

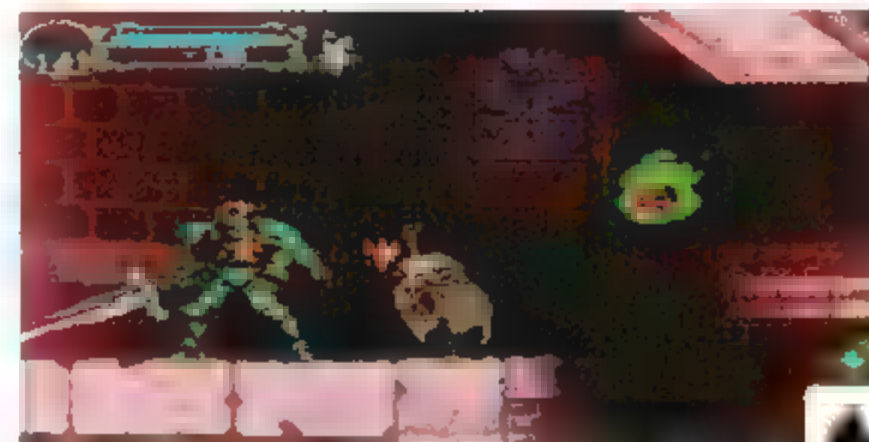
*Dracula's back in town and he's hungry for virgin blood. Better go and get your oats or a garlic pizza man, the Prince of Darkness is awake and the castle door is open...*



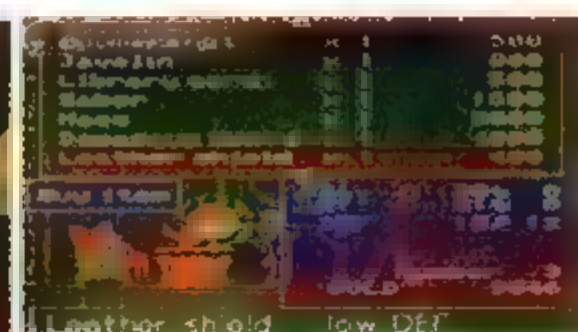
▲ ■ pink giant skull monster is what every rampaging vampire game needs. He never used to be pink, but blusher's hard to apply without hands



▲ One of the trickier parts of the game this. Fall between the cogs taking out the harpys whilst avoiding Medusa's gaze which turns you to stone



The knight's about to take a strike as Alucard returns to human form. The skull behind acts as a guardian, following and protecting Alucard wherever he may venture



You'll have to figure out how to work this clock to search further into the castle. It's not just for telling the time you know

**W**e all know what happens when a freshly sharpened wooden stake is pumped viciously into the chest of a vampire; usually a lot of screaming and the spraying of 10 gallons of blood. Then comes the long drawn out death-bed gargle before a little puff of smoke punctuates the last moments of these legendary beasts. Only that isn't always the case.

More often than not, especially ■ the classic Hammer films, Dracula and his vampiric buddies can always be brought back to life by way of mysterious incantations and strange ceremonies. Now it's this little convenient tweaking of the vampire legend which was the reason why Christopher Lee's Dracula returned from the grave more times than Elvis and why Konami are able to keep churning out regular instalments of these Castlevania games.

Fair enough, Castlevania proved to be quite ■ popular series when it was first brought into the realm of videogaming on the SNES a couple of years ago. However, I don't think that this justifies its addition to the PlayStation format. To find an updated version of a classic game among the PlayStation archives isn't uncommon. But isn't it usually the case that re-hashed games lose their authentic feel? Whereas games that don't get the make-over treatment are left with an unmistakable retro look, and usually with simple and uninvolved gameplay to match.

So you can understand that I wasn't really looking forward to playing this latest instalment from the Castlevania range, PlayStation or not. However, with the professionalism that you'd

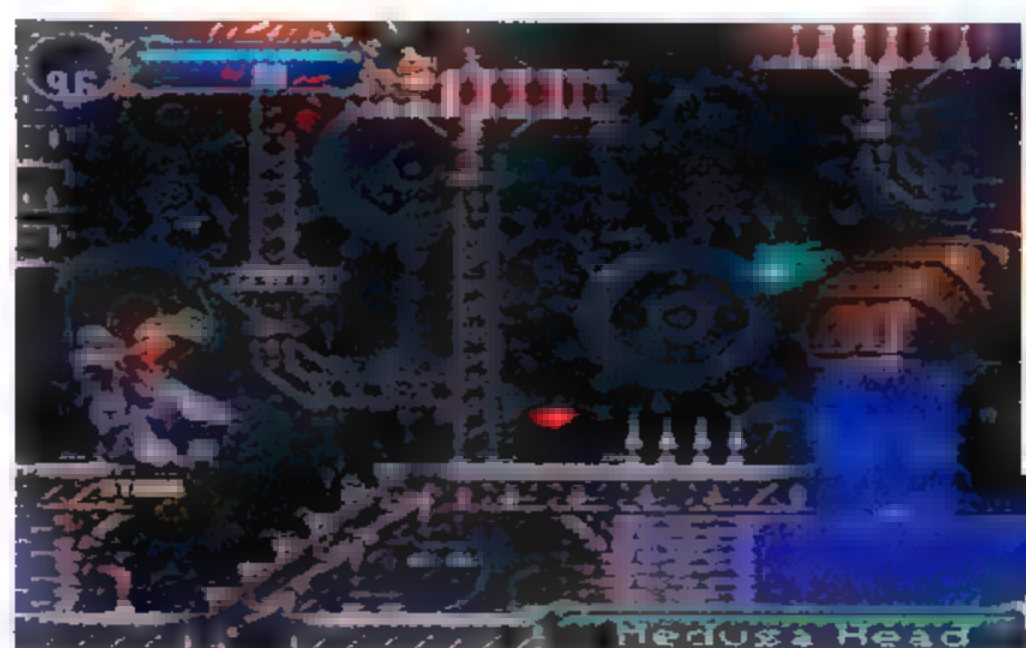
expect from your favourite mag, I sat down and got stuck into it in the hope that the game was going to surprise me with its new graphical enhancements, and advancements in gameplay. Could this latest release utilise the power of the little grey box where the disc was now residing? Unfortunately not.

Sure, Castlevania has been improved. For instance, the animation of the main character Alucard, (whose name must have taken ages to come up with!) is better than the stake wielders earlier efforts, and the sprites are a little better defined, but that's about it. The gameplay is your basic platform action that the original games were based on. Alucard sets about hacking all manner of fairly easy to kill zombies and skeletons while jumping across ledges and up levels of platforms, in search of the re-animated Prince of Darkness. And I'm afraid it doesn't get much deeper than that.

Alucard is Dracula's son, however being of the modern day vampire variety, he isn't too keen on drinking the blood of virgins and would rather hang down the pub with his mates. He doesn't really approve of the whole vampire thing really, and wants to put an end to it all by introducing Dad to his new line in lightweight, easy to use wooden stakes. Only he must find him first, deep within the maze-like castle of terrors. A maze so intricate that you'll need to map as you go along if you're to find old Drac'ya.

Although the game is a little better than the SNES versions, at the end of the day, it is basically still ■ SNES grade title. There is quite





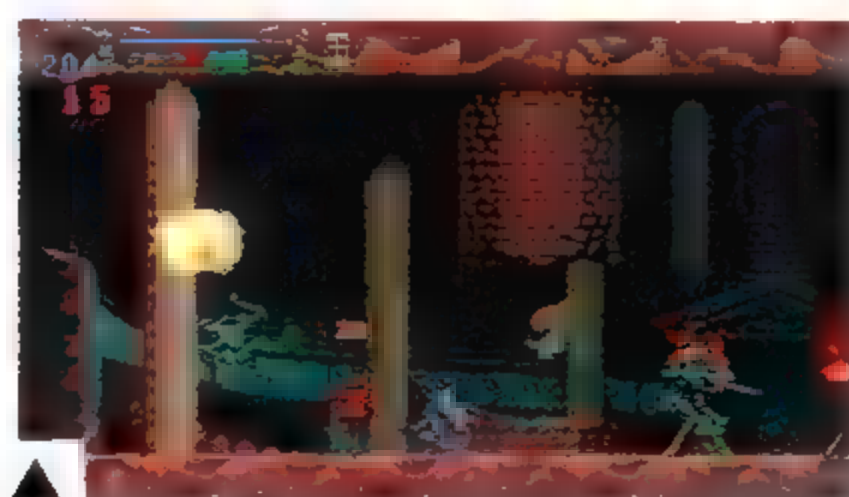
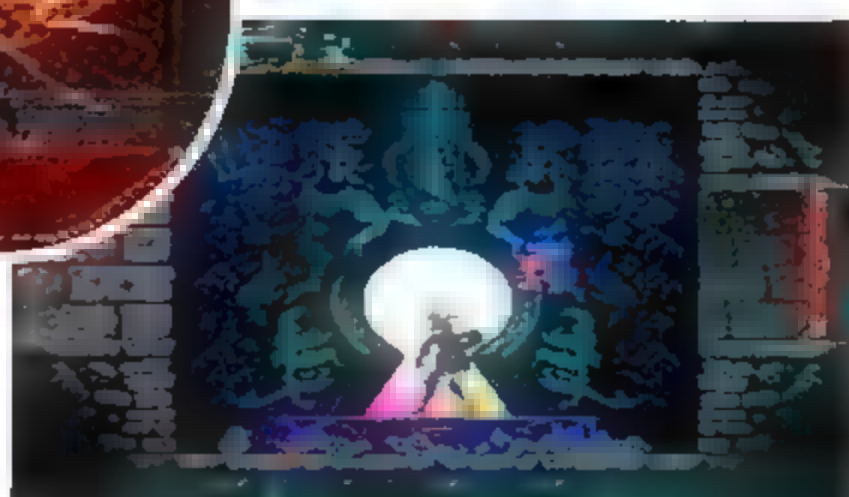
All of this excitement has been a little too much for my semi-vampire friend. So much so that he's as hard as rock, so to speak

a lot for Alucard to achieve before the final confrontation in his efforts to banish Castlevania for good. Our anti-hero must accumulate a large collection of relics that will allow the adventuring vampire killer to utilise his own inherited vampire talents of turning into a wolf, a bat and a cloud of mist to negotiate the tougher hazards, and to get into areas that were previously inaccessible.

There is also a strategy element to the game as some of the bosses can be quite tough to wear down, so it will take the sensible use of the items that Alucard picks up to maintain his strength and powers. And while there is a fair amount of ground to cover in your quest for the unholy embodiment of evil, you won't find it an incredibly difficult challenge.

Okay, I'll admit that after playing the game for a while I did become quite determined in my quest and even enjoyed changing into the various vampiric forms as I accumulated the relics. However, I remain under no illusions that this game is anything more than an old style platformer that belongs on a 16 bit machine.

Perhaps Castlevania is more suited to younger games players as it didn't take too much time or effort to complete, but it's debatable whether young gamers will go for it, with today's games looking and playing more impressive with each changing moon. I just can't see any further instalments of Castlevania following this one.



The money collected from dead foes can be used to upgrade weapons, armour and magical spells

## PROSCORE

**GAME** Castlevania

**GENRE** Platform

**SOFTWARE HOUSE** Konami

**CONTACT** 01895 853 000

**RELEASE DATE** Out Now

**PRICE** £39.99

While this instalment from the Castlevania series has been improved from the 16-bit versions, the enhancements aren't too dramatically different. Sure, it looks and plays better than ever before, but Castlevania is competing with the likes of Crash Bandicoot and Croc instead of 2D platformers with basic jump and run gameplay. This may appeal to fans of the SNES versions, but I've a feeling this is more suited to younger players, most of whom have been raised on the quality games that the PlayStation has delivered in the past, and therefore, going to wonder what the hell this is doing outside the 16bit world? Surely this horse has been flogged for far too long now?

**BY JAMES CANNON**

**GRAPHICS** 6

**SOUND** 6

**GAMEPLAY** 7

**LASTABILITY** 5

6

**PAUL** I don't know about James' affinity for flogging horses. Probably something to do with where he's from, but he's about right with the score on this. Seen it all before, better too. When will people learn?

**JAY** This looks ancient, plays like a five year old Mega Drive title, but certainly should have been wildly enhanced by Konami for its PSX debut. Gameplay-wise, it still has that old addictive charm, but it is substandard.

**ANDY** Don't let James fool you with his marking. He played it solidly for days and refused to admit that he in fact adores Castlevania's charms. I on the other hand can tell you that this is absolute toss.

**HUGH** Forty quid? For this cacky looking refugee? The better part of a decade ago it might have been a pretty good game, but I'm afraid it just doesn't cut the mustard anymore. Avoid like the plague.



# Felony 11-79

*The problem with most racing games is that they don't allow you to drive through supermarkets and tube stations – something ASCII hope to change with their latest cool heist game*

Start the game with a shiny new car and then mash it up till it looks like this wreck below



**B**efore Felony 11-79 loads, a disclaimer tells you (just like it did in the old 'Captain Scarlet telly programmes) 'you are not, repeat, not to try this yourself.' This is a reminder that the cars in Felony are part of a virtual world – do not attempt to repeat any of these stunts in real life, cos apparently (and this came as a surprise) videogames aren't real.

It's done for effect of course, but after a few hours play you can see the wisdom. Leaving work the other day after spending a sizeable chunk of my time on Felony, I suddenly developed an irrational urge to ram my little old Fiat into the rush hour traffic and then take off across pedestrianised shopping centres in an 'Italian Job' style attempt to blag loads of money and collect valuable treasures en route.

If there are any coppers reading this, I (obviously) overcame my destructive desires, but it gives you a clue as to the addictive qualities of Felony 11-79.

The aim of the game is simple. Ignore all the traffic laws and highway code

directives you've ever heard of and go ploughing through city streets, packed beaches and busy shopping centres in an attempt to steal valuable artefacts (which, when put together, reveal the position of a lost city of gold), or just rack up as much money as you can by ramming everything off the road and causing as much destruction as possible.

Depending on how much money you collect and how many traffic laws you violate (bonuses are given for going over 50 mph past speed cameras), you will be able to choose extra transport. And rather than giving you exotic motors to hare about in, Felony lets you choose from a rather eclectic range of vehicles including scooters, dump trucks, souped up pickups and, best of all, a bona fide 'Italian Job' style mini (complete with a whopping great Union Jack flag painted onto the roof).

The gameplay, it has to be said, is pure unadulterated fun – everything you crash into crumples and blows up and, best of all, your vehicle shows the scars of its encounters. Pile into a bus head on and your bonnet will be mashed, wheel arches bent and broken, and your windscreen will look like crazy paving. Be careful though – give it too much of a trashing



If you get bored of the production cars available, try driving this little RC buggy thing. Useless, but good fun







Be careful when ragging your car about the three courses - losing a wheel like this could seriously hinder your progress

Although the dump truck isn't exactly nippy, it'll stand up to almost any punishment

and your car will explode.

And you don't just have to drive along the road - oh no, you can smash and crumple almost anything (including subway trains) because your environment is completely explorable. Loads of shops, tube stations and unfinished bridges can be driven into and extra bonuses picked up. For instance, if your car is up to it and you fancy earning an extra million, try driving into the Parisian metro and crashing into a subway train.

Mind you, you won't be able to spend all your time driving about and seeing what breaks - there is a strict time limit to each game - if you don't complete the mission in time you'll be seriously out of pocket. Your choice of car will have to reflect what you're being asked to do. Drive a city stage and you'll need something nippy, a stage with loads of straights will require something with a bit more oomph.

Although the concept is simple, after a few minutes play you will be hooked - even if driving games aren't really your thing - which makes it a massive sham when, after a couple of hours play, you discover Felony's huge Achilles heel. There are only three courses! Yup, you heard me right, for some weird reason, ASCII have included only three tracks. Admittedly these tracks have been milked of every last ounce of playability, but it doesn't alter the fact that, after you've driven them all you're left with



The bigger the stuff you crash into, the more cash you get. Crashing into this bunch of lorries will line your pocket well



## SKID ROW



The Chevy pickup is tough and speedy - perfect for stage 2



This BMW is fast and easy to drive. This'll do for stage 1



The Lamborghini is crap, but you can pretend to be a mod



The M&M, like all the high spec cars is manual. Tricky



The bus is great for getting decent damage totals



As in the dump truck - it's a little sluggish though



The coolest car available is a long shot - fast'n'nippy



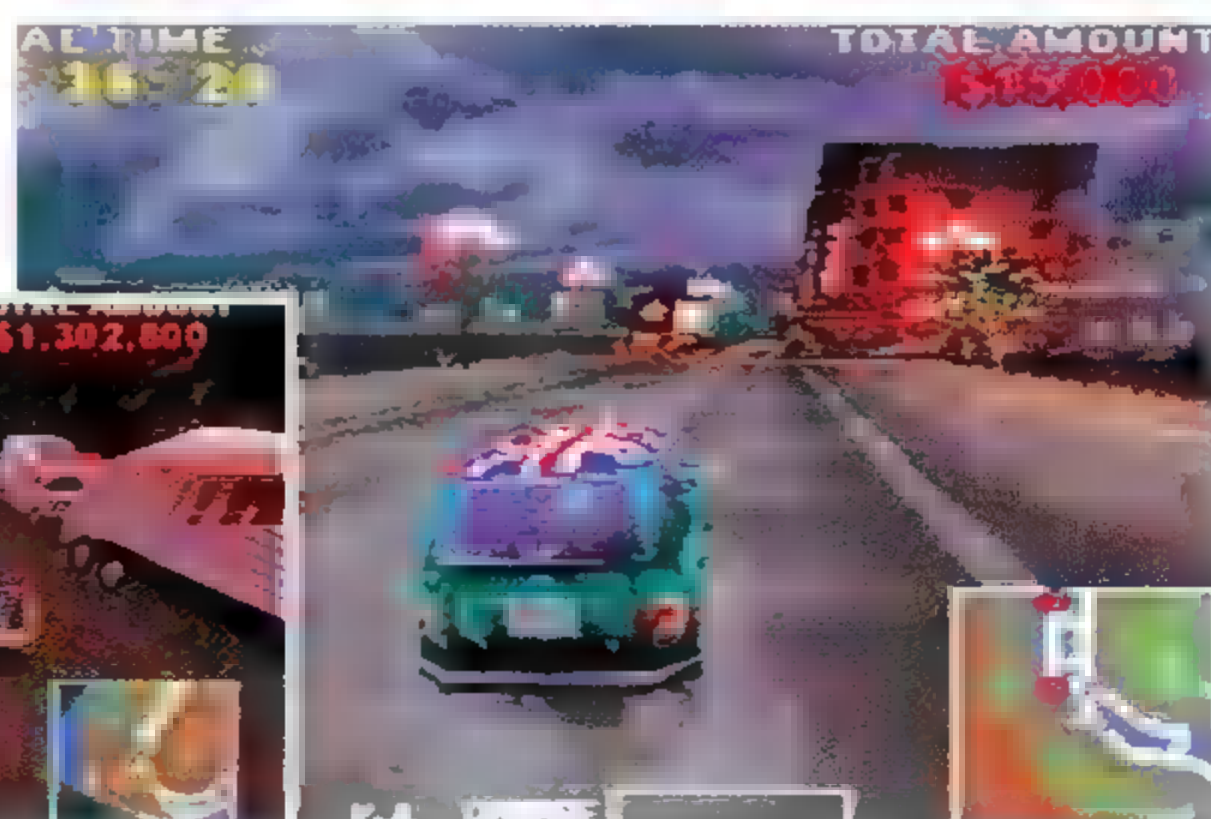
The GT5 is a manual so it proves a bit dodgy to drive



Try the time if you fancy causing some real damage



Or give the Honda a go if you want to visit Sainsbury's later





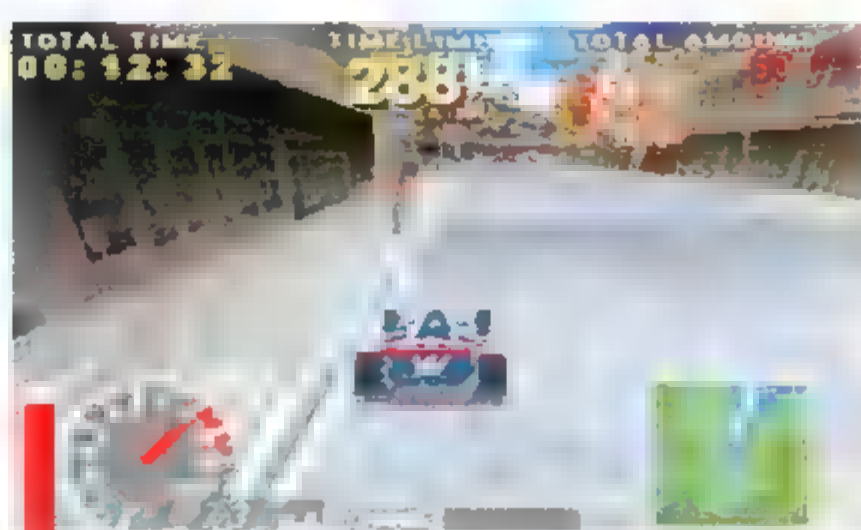


## Felony 11-79

► that: shit, I've run out of money halfway through Saturday night and I really could do with another beer type feeling. Only, unlike Saturday night when you can normally dupe somebody out of a note so you can carry on, Felony is, to all intents and purposes, finished.

You can drive the tracks again keeping the dosh and choice of cars you've accumulated – you can even stray off the beaten path and discover more shortcuts and bonuses, but it just doesn't alter the fact that Felony is like a demo which whets your appetite, but ultimately makes you ask "where's the rest?"

If Felony had simply included more tracks and more missions, I'd score it really highly, however, what it ends up being is a madly playable little racer that seems like half a classic game. Please, ASCII, give us a sequel to Felony 11-79 and this time make it bigger. Several times bigger.



Smacking into this metro train with my little mini might look suicidal, but I get a million quid for it!



The Mini is invaluable in the Paris stage – it can nip in and out of the backstreets with ease



Keeping to the time limit in something as sluggish as the dump truck can prove a little tricky. It's best to go for something that's tough, but a little more manoeuvrable

## PROSCORE

NAME Felony 11-79

GENRE Racing

SOFTWARE HOUSE ASCII

CONTACT 01923 202097

RELEASE DATE Out Now

PRICE £44.99

Despite the fact that Felony is packed with more gameplay per square inch than half the games I've played in the last few months, I can't help but feel a little cheated by the fact that it is just too short. The basic idea is fantastic – a stupid arsed and utterly addictive mix of the Cannonball runs meets the Italian Job with a little garnish of Indiana Jones for good measure. The trouble is ASCII just don't seem to have capitalised on it as much as they could have done. Although Felony is a pretty good game in its own right, the seeds are there for a truly mould breaking classic – let's just hope ASCII learn from their mistakes and bring out a world beating sequel.

BY HUGH POYNTON

GRAPHICS 8

SOUND 7

GAMEPLAY 9

LASTABILITY 6

7 1/2

**PAUL** I thought this was great fun for the limited time I played it. It's fair to say all Hugh's points are totally valid and there are major niggles, but you can't get away from the playability, certainly in the short term

**JAY** Playing Felony is a bit like watching the highlights from Deathrace 2000 merged with the 'shopping mall' from The Godfather. Pure put-ya-foot-down mayhem, but it's longevity is questionable

**ANDY** Driving Felony should be. Unfortunately real cars aren't as tough as these – I discovered just the other day. Felony is a good laugh, but is let down by only having three circuits to smash through. Shame

**JAMES** Felony is rip-roaring smash and grab driving fun that fails to raise a smile and it has that 'one game feel.' The lack of courses and missions is the game's only fault, but it is a major disappointment





# SEX AND DRUGS AND ROCK AND ROLLS.

*NO WONDER IT'S ADDICTIVE.*

## BROKEN SWORD II

*ALL THE INGREDIENTS OF THE CLASSIC HOLLYWOOD ADVENTURE FILM.  
APART FROM THE PREDICTABLE STORYLINE.*





# Shadow Master

*Psygnosis' latest blast'em-up promises to take the 3D Doom genre to the absolute limit with arcade quality visuals and 'in yer face' combat...*

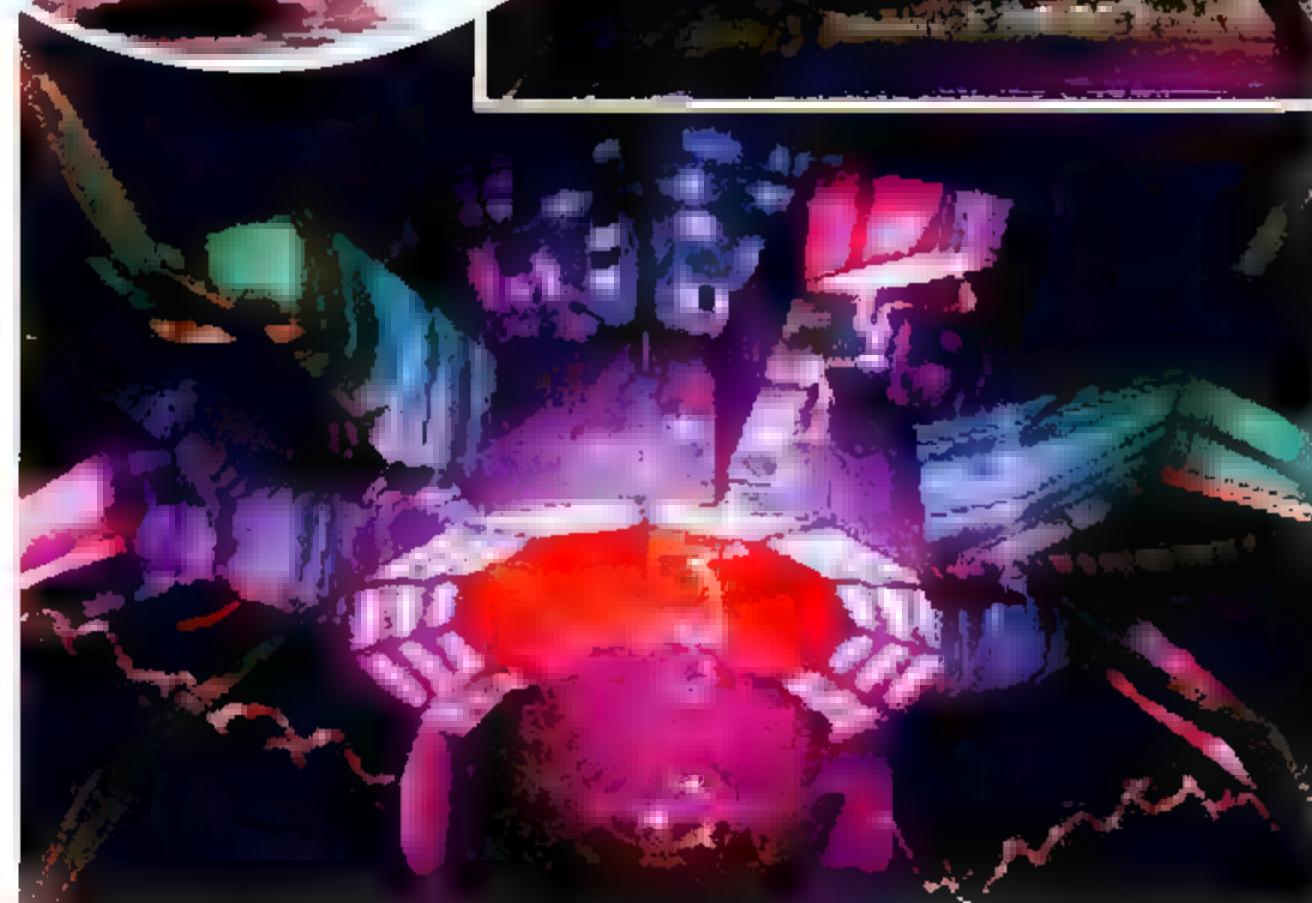
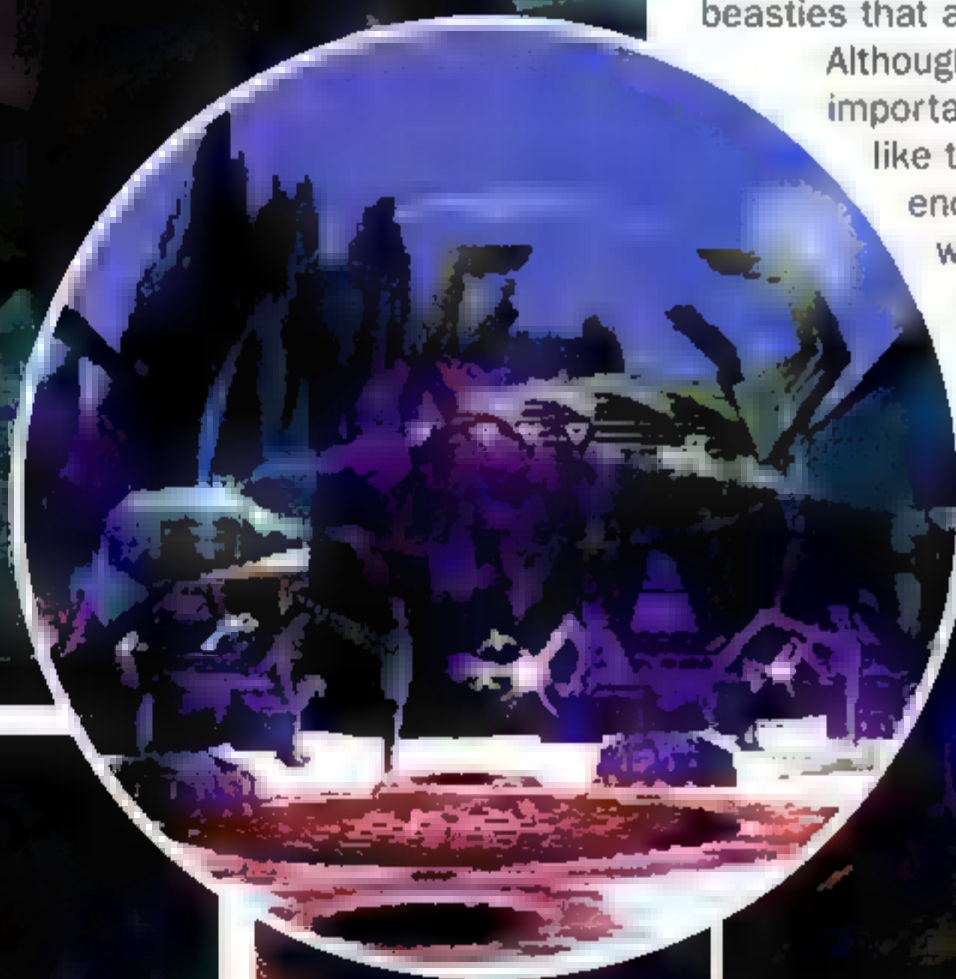


I don't know what they've been lacing Psygnosis' coffee dispensers with, but it must be pretty effective judging by the lush, imaginative and almost cinematic visuals that some of their latest releases have been boasting. Well now the Liverpoolian software giants are following up their stunning looking Christmas double whammy of G-Police and Colony Wars with an equally impressive looking release for the spring – Shadow Master.

Shadow Master takes the old tried and tested 3D shoot'em-up idea that's been with us since the days of Wolfenstein and Doom, adds an unprecedented level of graphical quality and has the player haring about in a combat buggy rather than on foot, so the action is much smoother and a whole lot faster.

The aim of the game is pretty familiar – using both your brains and the bristling armoury of weaponry attached to your buggy, blast your way through 16 different levels on seven different worlds, all chock full of horrible biomechanical beasts that are out to get you.

Although storylines aren't massively important for pure action based blasters like this, Psygnosis have been kind enough to include one anyway (and what's more, it sounds like top actor bloke Joss Acklin has been roped in to narrate it in the opening FMV sequence).



Rather than fighting your way through **■■■■■** of flat looking sprites (like you would in Doom **■** Duke), the bad guys here **■■■■** made up of hundreds of polygons

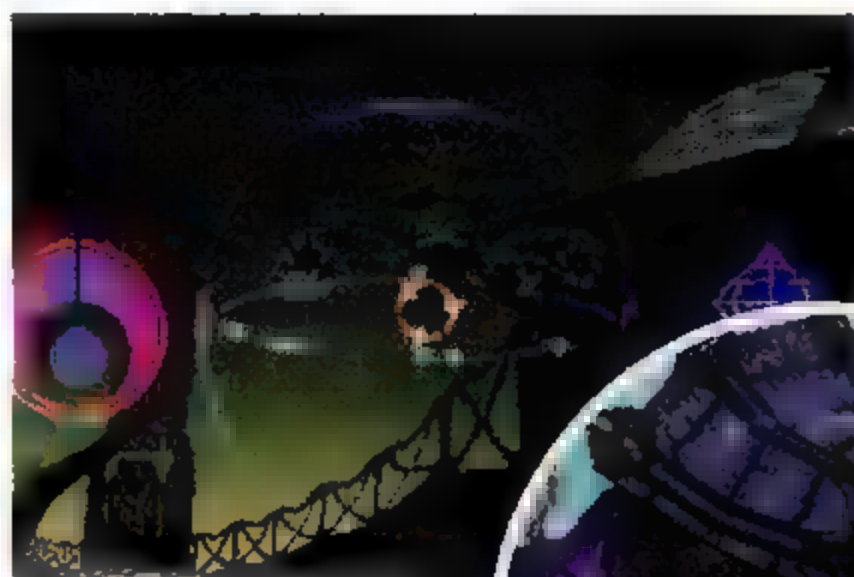




The Shadow Master of the title is an evil alien warlord who, in a ruthless programme of exploration and exploitation, has conquered the seven planets in the solar system in order to plunder their mineral wealth. Rather than rely on his shock troops alone, the Shadow Master has perverted all the life forms on the planet to carry out his evil bidding. Depending on which world you are attempting to liberate, you will have to defeat monstrous machine hybrids of the creatures that once inhabited the planet.

All of which goes to make some pretty mad visuals. There aren't any of the dull old run of the mill monsters that inhabit most 3D shoot'em-ups – the bad guys here look more like some sort of bad trip in the Insect House. Instead of tackling gun installations you will have to run the gauntlet of DeathSeed flowers – pretty, but deadly giant orchids that send streams of electro-pollen out like a natural laser beam. Other mech-beasties blocking your progress include huge metallic spiders that gnaw you to death, genetically enhanced giant squid and lethal mech-wasps.

And they won't just attack you one at a time – oh no, these fellas have no concept of fair play and it isn't unusual to be laid upon by 10 or more bad guys at a time. Apparently, developers Hammerhead have opted for a super fast game engine that will allow you to be



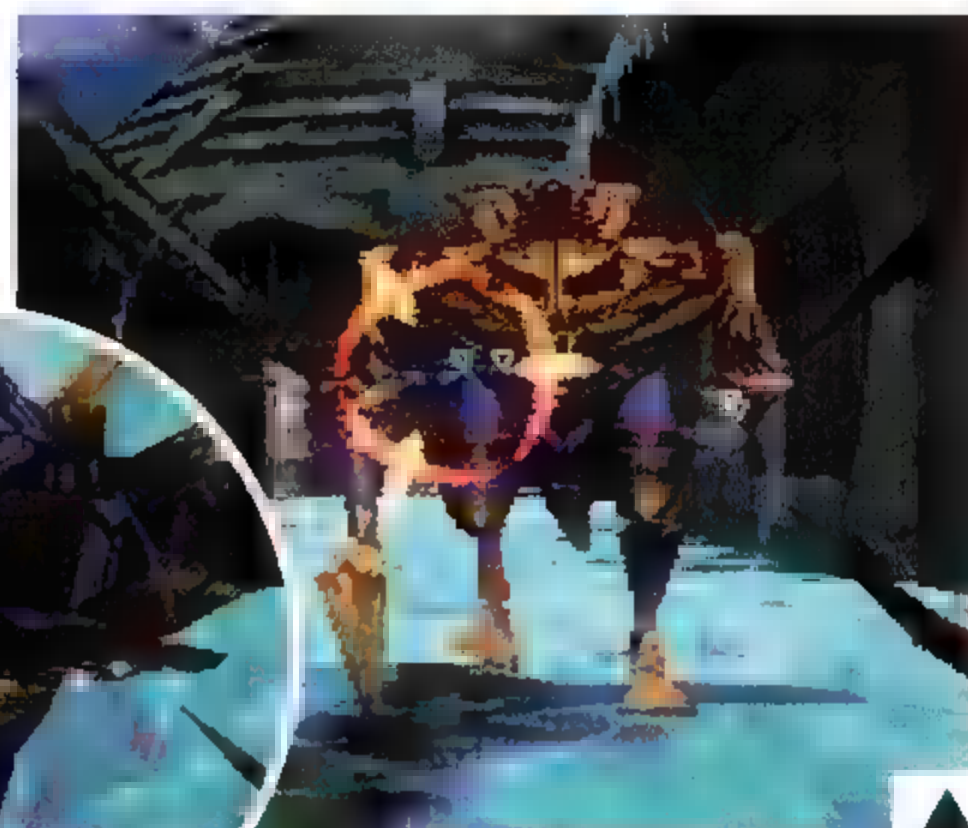
attacked by 20 or more enemies without loss of speed – the frame rate will keep to a respectable 30 frames per second regardless.

As a result, the action is pretty much 'in yer face.'

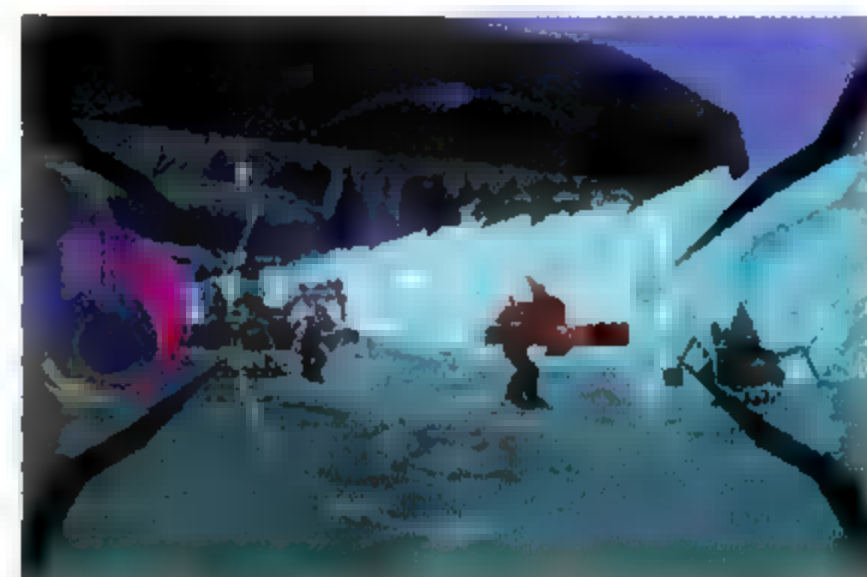
Unlike quite a few other shoot'em-ups, the enemies in Shadow Master won't just attack you en masse, they'll crowd you as well. It's not a case of finding the enemy and blasting them, here you have to fight your way through a mass of distinctly mean looking mechanical monsters. Fortunately, the various insects and creatures lose none of their resolution when you're up close and personal.

The look and layout of the various worlds you have to fight your way through reflect the biological/mechanical nature of the foes you are fighting against. Unlike most 3D blasters, here the action takes place both in and out of doors. Rather than navigate your way through steel corridors and tunnels, with everything consisting of straight lines and right angles, the maze like playing environment of Shadow Master is full of hills, slopes, ravines and bends.

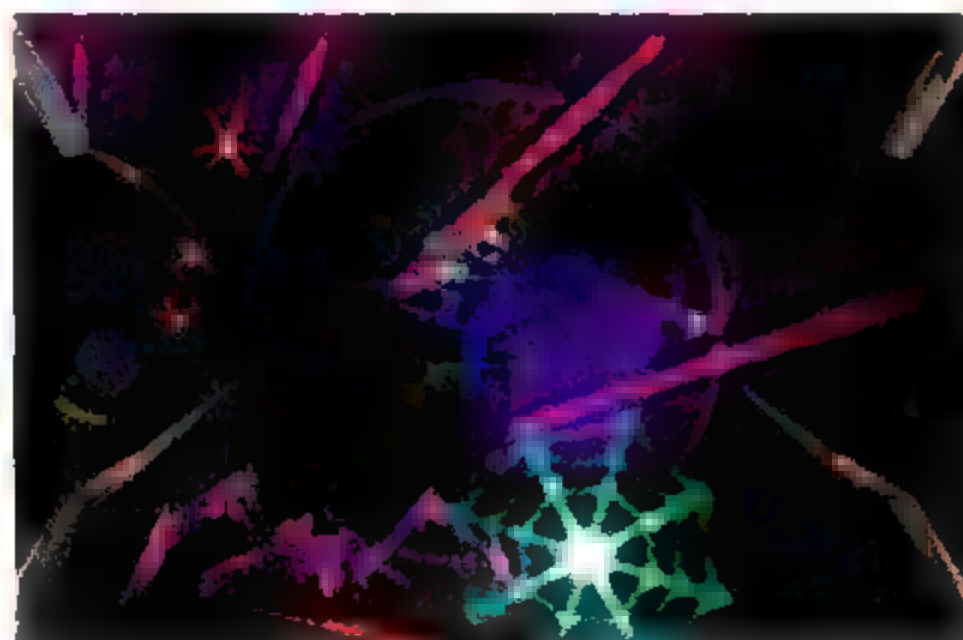
The physics model on your little buggy has been well designed and it can be an exhilarating experience bouncing around at high speeds.



Check out the cockroach man's fetching cycling shorts – your mission is to blast him for intergalactic crimes against fashion



I don't know where Hammerhead got their inspiration from, but judging by the enemies knocking about here they're a very strange bunch



The game is set on various worlds including this one, a robo-yeti populated ice planet. There are no monster penguins though





# Shadow Master

► jumping over humps and flying down rickety bridges. A word of warning though – although it is possible to use a bog standard PlayStation pad to drive about, for ease of play and a real sense of total control over your craft, invest in an analogue pad.

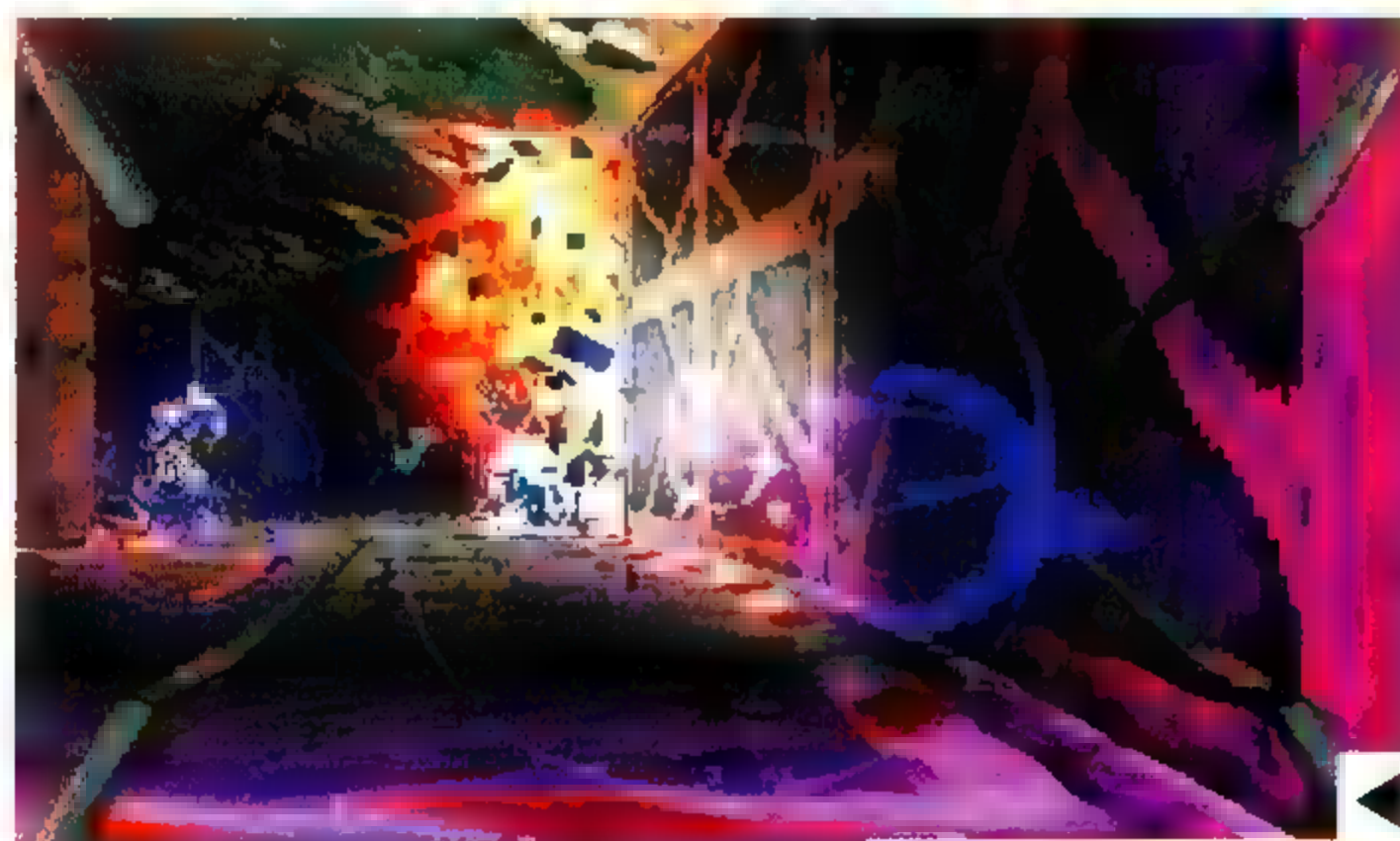
The presentation, graphics and speed of the game all contribute to make Shadow Master a very professional looking affair. However, after half an hour of play you will find a nagging doubt gnawing away at you – namely that, for all its lush visuals and smooth gameplay, I've seen and played stuff like this loads of times before.

The basic idea behind the gameplay is age old. In order to battle through a world you will need to destroy everything you come across, unlock certain doors that lead to your objective and then destroy the boss that lords over it all. Despite boasting an unrivalled level of graphical splendour, it has pretty much the same gameplay as the seven year old Wolfenstein 3D.

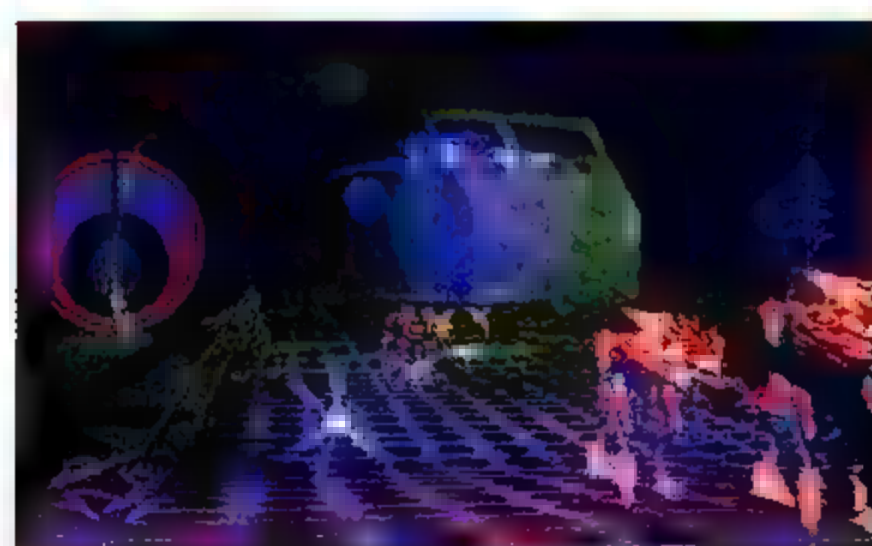
Don't let that put you off too much though. There's an old adage that says 'If it ain't broken, don't fix it' and I'd say that it applies to Shadow Master quite nicely. Although the basic game idea doesn't exactly drip with originality, the pace of the action, the beautiful graphics and the combination of frantic combat and exploration should keep even the most demanding gamer occupied for some time.



Do not play this game after having too much Night Nurse – it could prove a little scary!



As you can see, the explosions in Shadow Master are pretty spectacular. After hitting an enemy they'll explode into hundreds of individual polygons



▲ Luckily you've got loads of heavy calibre weapons with which to make mincemeat out of the bad guys

## PROSCORE

**GAME** Shadow Master

**GENRE** 3D Shoot'em-up

**SOFTWARE HOUSE** Psygnosis

**CONTACT** 0151 282 5000

**RELEASE DATE** Out Now

**PRICE** £44.99

What Psygnosis have come up with here is

a blisteringly fast and ferocious 3D

shoot'em-up that, although sticking to a

tried and tested formula, adds a much

needed graphical polish and mental pace

of gameplay to an established favourite.

All the bad guys are really in your face

and judging by the ample amount of time

it took me to fight through the final level

alone, Shadow Master will have you

hunched over the joypad for a fair while.

This is a great retro blast with loads of

new stylings. If you're in the market for a

new 3D shoot'em-up and you don't really

fancy shelling out too much cash for an

outdated Duke 3D rehash, you could

do a lot worse than give this a try.

BY HUGH POYNTON

**GRAPHICS** 9

**SOUND** 8

**GAMEPLAY** 8

**LASTABILITY** 8



**PAUL** Looks gorgeous, but a little too repetitive in the gameplay department for me. There's no doubting the quality of the graphics engine though. But on the whole of the day it's just another Doom clone

**JAY** Top looking beasts but don't 'go blocky' when up close – that's what we need. It can get a tad tiresome after a while though and it is basically Doom with knobs on, but it's well worth a look

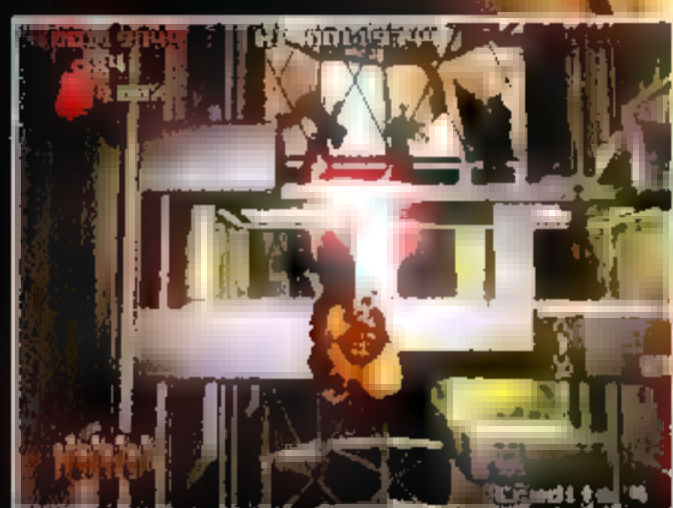
**ANDY** Another fine release from Psygnosis. It's frantic, engrossing and leaves nothing to the imagination. However, while it looks staggering, I'm not too convinced about its lasting appeal. Worth checking out

**JAMES** A well presented shooter with some pumping tunes to accompany the action. It isn't too original and can become a little repetitive, but it's worth sticking with for half an hour at least, if you can find the time



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MAGAZINE





# FIFA '98

## Road to World Cup

*Electronic Arts jump on the World Cup bandwagon and unleash their latest title onto an unsuspecting public. Classy update or more of the same?*



▲ The players are all capable of pulling off some fancy tricks and dribbles to get closer to the net. Three defenders left for dead



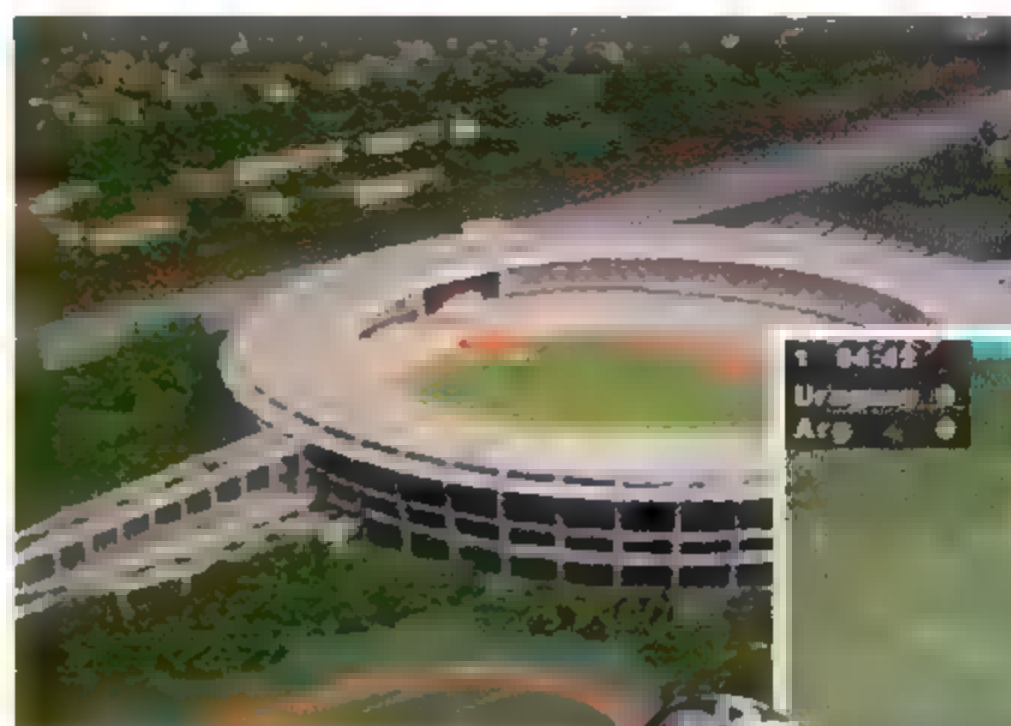
▶ With a little practice down the training ground, you'll soon be able to deliver the best and strike the best free-kicks with wicked bend on the ball. Roberto Carlos eat your heart out

**I**t has to be said that Santa has brought football fans exactly what they wanted this festive period. As a steady stream of quality titles have been flowing into the PPro office lately. First we were given a look at Power Soccer 2, which was nice. Then came the dawning of the snappily titled Actua Soccer 2, which was bloody marvellous! In fact it was so good it's now causing me a few problems.

You see it was only last issue when I was singing Actua's praises as the best footy spectacular yet to be seen on the PlayStation, with seemingly nothing on the horizon to rival it. And what happens just a couple of weeks later? FIFA RTWC '98 lands on my desk. Should've known better shouldn't I? It may sound like I'm a little disappointed that another quality soccer simulation has come along so soon, but I'm not. I'm a deliriously happy man. And now there are two abso-bloody-lutely fantastic togga titles knocking about, I'll never get any work done!

Those of you reading without the aid of long term memory will be forgiven for not realising that there was another FIFA title on the way from console sporting kings Electronic Arts. The rest of you have more sense. FIFA titles have continually sold by the truckload, even if the earlier titles were a bit drab in the play stakes. Don't get me wrong, the original was a ground breaker, but the follow-ups never really improved on the formula while all around them faster paced games were springing up. Well all of that is set to change.





◀ Brazil's 180,000+ capacity stadium, is simply breathtaking! Some of the high resolution graphics on the stadia are a treat. Look out for Wembley, Inter Milan's San Siro and the Hollywood Rosebowl in the USA

FIFA RTWC '98 (do you need me to explain?) doesn't just take a step forward from the past releases, it jumps from the screen. Right from the first few bars of Blur's Song 2 as the intro sequence begins, this game demands your attention. And you'll comply without resistance. It seems EA have got down to some serious tweaking for this one, undoubtedly due to the realisation that while the FIFA series has always been a hit on the sales front, many of them have been criticised for slow gameplay when compared to other popular releases. So after churning out more of the same for the last few years, it seems that EA have decided upon a complete overhaul. And they've really done the business this time.

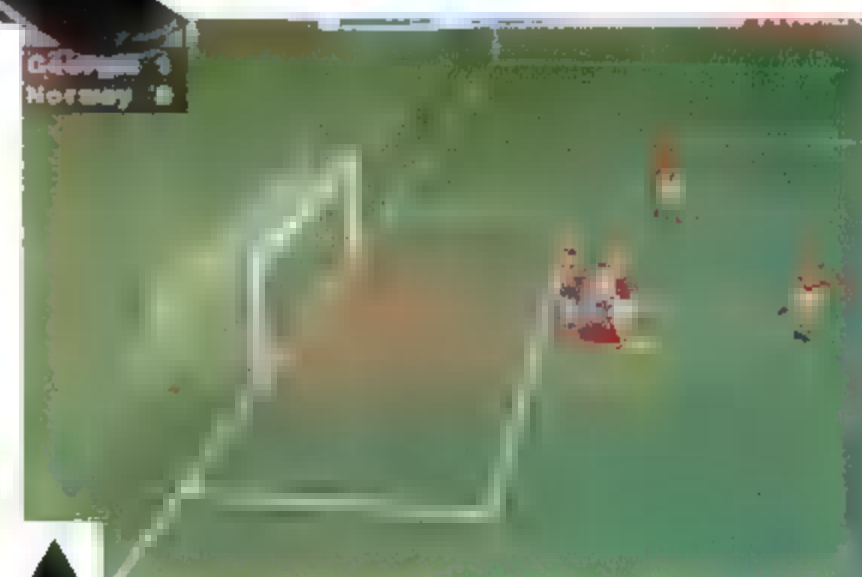
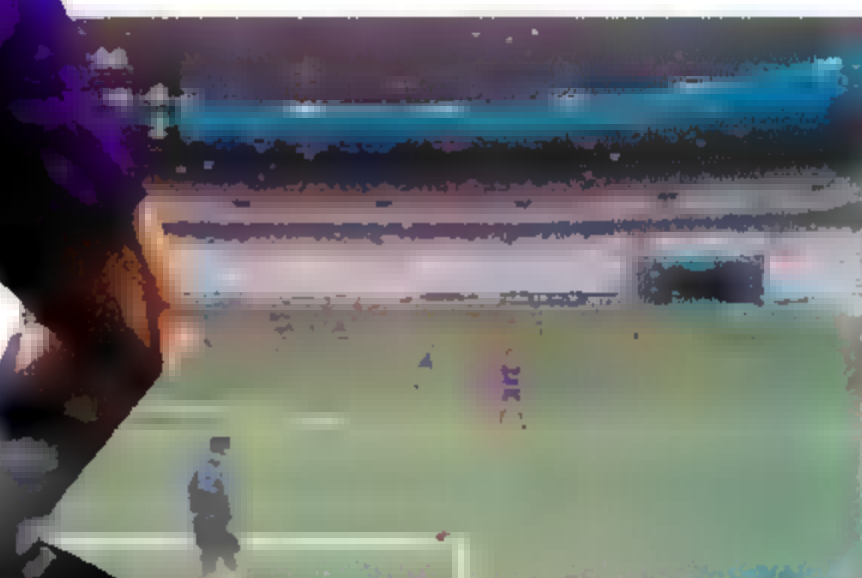
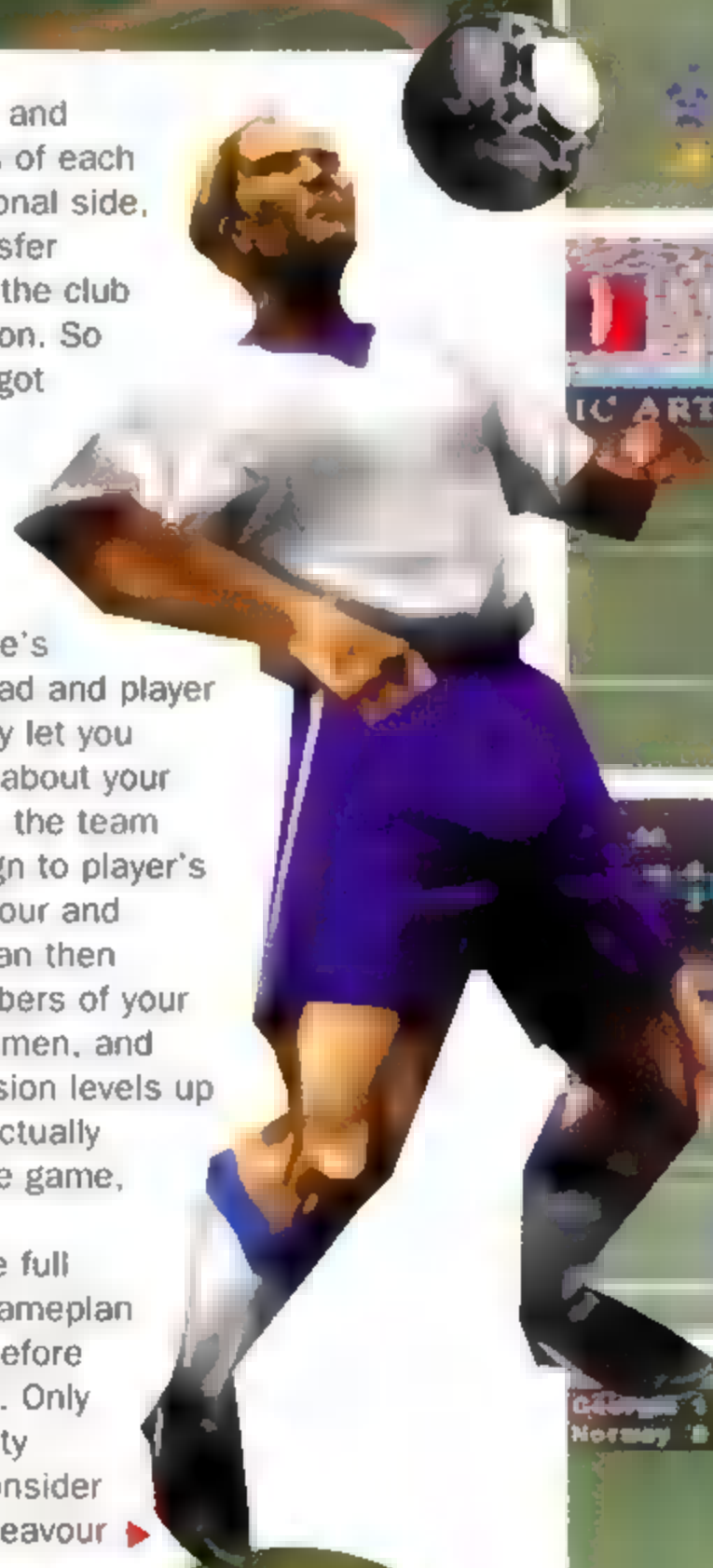
FIFA '98 actually plays quite similarly to its predecessors, however the gaming engine has been vastly improved for this rather special World Cup edition. Most notably, and most importantly, the pace of play is much faster than it has been in earlier EA titles before, but the fun doesn't stop there, oh no!

How would you feel about having every international team from the World Cup '98 qualifying stages waiting to be controlled by your very own fingertips, each in their respective groups which are accurate to the real qualifiers? How about practically every Premier club team in the world also crying out for your silky football skills to tickle their tactical prowess?

Impressed yet? Well let me go on. Not only

do you get to chop and change the squads of each individual international side, there's also a transfer option when using the club teams in competition. So if Tottenham have got the money, they could have some more of Kenny Dalglish's cast offs, the lucky buggers. Then there's the customise squad and player modes that actually let you change everything about your chosen team, from the team name and kit design to player's attributes, skin colour and appearance. You can then decide which members of your team are the hard men, and push their aggression levels up to 'nutter', yes it actually says 'nutter' on the game, nice touch.

Again you'll have full control over your gameplan and tactics, both before and during a game. Only now there are plenty more options to consider in your team's endeavour ▶



▲ The ball hits the back of the net — Georgia take the lead. Kinkladze 1 Soliskjaer 0. But don't worry, there's plenty of time to pull it back



▲ I was playing as United, honest! Corners and goal kicks provide some of the best views of the spectacular stadiums. Now let's have a good delivery Soliskjaer my son







## GINOLA: THE MAN BEHIND THE MOVES



Beh la la! It's famous French tobacco and Breckin 2000 advertising superstar David Ginola (oh yeah he plays a bit of football now and then too). His new home of White Hart Lane may be a little different to the paddron of St. James' upon the Tyne, but he seems to have settled in well. Once again finding the time to provide motion



capture for Electronic Arts. With 10 frames of animation per second this time out we'll get to see even more of his sultry skills re-enacted on PlayStation in 1998

## FIFA Road to World Cup '98

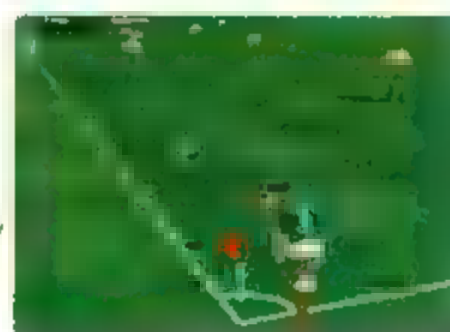
► for success. You'll also be able to instruct the man marking of certain members of the opposition by specifying players from your own team. In short, this game allows you to more or less prepare your team for every situation that may arise within the match. Of course no amount of preparation is substitute for playing someone who's a dab hand at the old dribble and pass technique. You'll only rise to become worthy opposition with repeated practice. So take to the practice pitch for set-piece play and penalty practice as often as you can.

Personally, I'm a fan of the FIFA games. They've always looked good, but have fallen down when compared to the gameplay offered by titles such as the aforementioned Actua Soccer, Olympic Soccer and the sultry ISS Pro. But the basic building blocks for a fine soccer simulation were there for all too see. FIFA RTWC '98 is the mile high skyscraper that we've been waiting for. If you're one of the many people who'd rather kick the previous EA releases into touch than into your machine, don't be put off by the fact that this game has FIFA on the box. The earlier versions in this series were just impostors pretending to be FIFA '98. Since they've been

shown up for the cheeky pretenders they were, the real beast can be unleashed on the world to put the record straight.

Gone are the cheesy scoreboard animations after each goal (dead and buried for good I hope. They have no place in proper English football you interfering Americans). The graphics are superb, as is the animation - now up to 10 frames a second as opposed to the paltry two frames that FIFA '97 offered - which shows just how much of an improvement EA have come up with, and the tweaks run right through the game. There's a completely new way of performing spectacular tricks with the greatest of ease, and get this: they actually help you progress to the opposition's goal rather than just looking pretty and losing you the ball.

On the whole, this is by far the most playable FIFA title to date, and the most interactive soccer game that I've witnessed in my short and meaningless life. The only thing that you can't do is control the reaction of the crowd after each goal. Hoots man, that's in there as well! What more could you ask for?



## PROSCORE

**GAME** FIFA Road To World Cup '98

**GENRE** Sports

**SOFTWARE HOUSE** Electronic Arts

**CONTACT** 01753 549 442

**RELEASE DATE** Out Now

**PRICE** £44.99

**PLAYSTATION APPROVED** This is what every FIFA game should

have been long ago. There simply isn't another game that combines so many options with quality gameplay and graphics like FIFA Road To World Cup '98.

Do words 'the dog's pods' anything to you? They will when you've this. My only real criticism is that you must play a full league instead of creating your own, but I can live with that. I feel sorry for all those footy fans out there, choosing between this Actua Soccer 2 isn't going to be easy. Luckily, I think they're both essential purchases whichever you plump for, you'll find that your mullah has been well spent.

BY JAMES CANNON

**GRAPHICS** 9

**SOUND** 9

**GAMEPLAY** 9

**LASTABILITY** 9



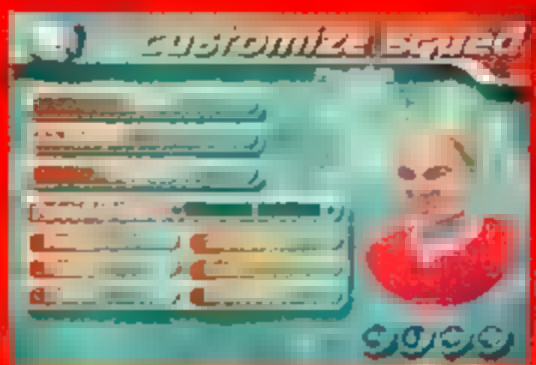
**PAUL** This is amazingly good all things considered. Ultra playable, good looking and fun to boot (no pun intended). It's going to go into a replay between this Actua Soccer 2 as they both fine games

**JAY** Over the previous few PlayStation incarnations, the FIFA series has been absolute shite. Now, if by magic, EA Sports have wheeled out something to rival the mighty Actua Soccer 2. Cor blimey guv!

**ANDY** In ways this is an away goal against Actua Soccer 2, the action is sometimes lacking. It's by far the finest release yet and is the only footy game to rival AS2. The contest will go into extra time

**HUGH** I everybody tipsy, make'em squint at the monitor in the corner of a pub and I bet half the regulars wouldn't be able to spot the difference between FIFA a real match. Pure unadulterated class - get it bought

## HAIRCUT BEFORE THE GAME SIR?



FIFA '98 gives you the chance to create your very own team of soccer boogymen, or simply to alter the genetic make-up of your favourite players. Here I've taken the liberty of trying to make the immensely talented Denis Bergkamp look a little more human. Change the skin colour of your player, or alter their face, hair style and colour and even add your own blend of facial hair too



# EYE FOR AN EYE TOOTH FOR A TOOTH



**Shiny**  
ENTERTAINMENT  
CHANNEL



STARRING **HURT HECTIC** IN

## "THE ULTIMATE SHOOT'EM UP"

**PLAYSTATION PLUS**

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# Duke Nukem 3D

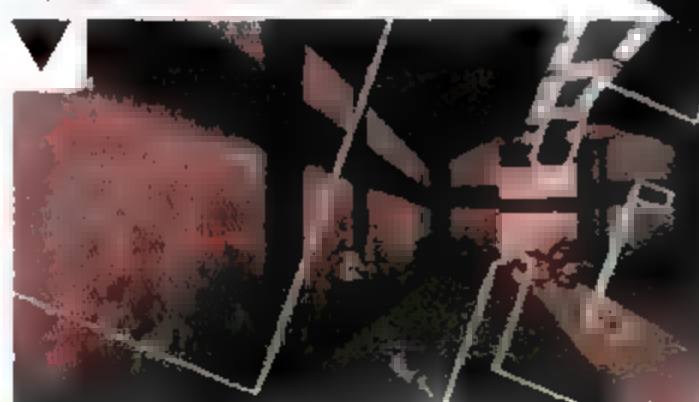
*The world is in the grip of a deadly alien presence, and they aren't too keen on becoming friends. Sounds about right, I suppose we'd better show them the way home then eh?*



This alien warthog fancies himself as a bit of a sniper with his LAPD uniform on, but that doesn't worry Duke. Taste my shotgun and bleed piggy



You can change the view from first person perspective to a top down map view. Or you can have a mix of the two as below



There's no shortage of blood-stained corridors when Duke's in party poppin' mood. This large brained beast was just after directions, but I blew him away anyway

**D**uke Nukem doesn't take any shit, not from anyone. Which is a pretty good thing since a bunch of sex starved aliens have taken a shine to Earth's tastiest women, and Duke is the only person who's man enough to deal with these pesky babe-pinching E.T.s.

And that's the setting for Duke Nukem. A stomping good Doom-style blast that'll amuse you more than have you on the edge of your seat in anticipation. Graphically it's adequate rather than excellent and a little dated by today's standards due to its PC origins. The enemies for instance, can become a little blocky when they get close to the screen. However, if you gloss over the lack of graphical prowess, you'll find that Duke has got a great deal going for it. So much so that the only thing that matters when Duke's busy poppin' foreigners from another planet is finding the next classic moment that'll make you grin, and this is where Duke comes into its own.

It's a scream at times. Duke's laid back, unflappable, 'licence to pull birds' attitude is brilliantly illustrated by his little quips and catchphrases. You can't help but warm to

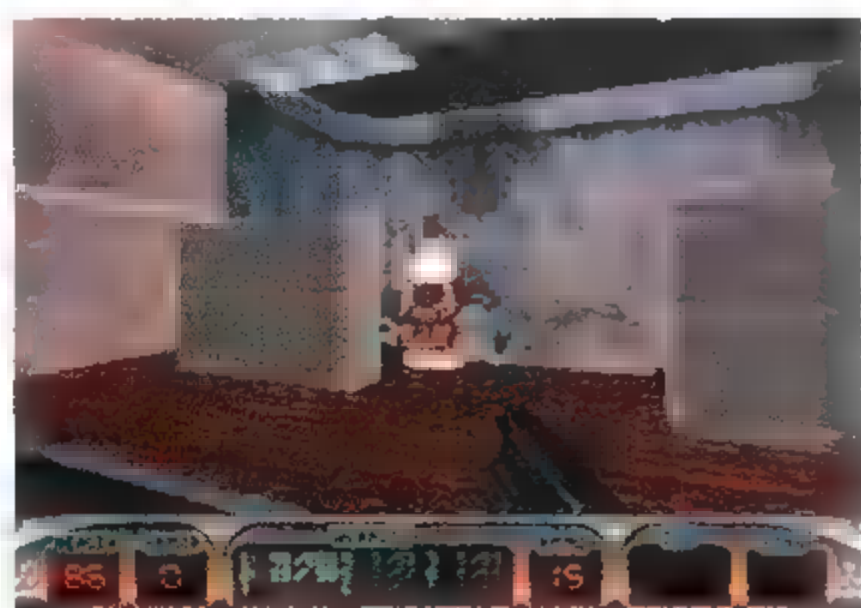
Nukem, ensuring you'll come back from death at the start of the tougher levels with even more determination and resolve, after all, they're our chicks they're nicking.

The purists among you that have seen the game before on the PC version will expect to find Duke uttering phrases like "Groovy" and "Come get some," obviously excited by the acquirement of his latest kick-ass bazooka. And you'll be pleased to know that everything from the PC has come across relatively untouched. If anything the game has been improved with extra levels added that PC owners had to fork out more cash for. The game was originally huge, but now there are even more tunnels, sewers and buildings to hunt through in Duke's quest for alien bounty.

Get deeper into the game and you'll find more quirky adult aimed elements such as the seedy porn cinema on level one. If you get up into the projector room and dispense with the bad guys, Duke can flick a switch to get the projector rolling. Watch as the lights dim and images of a pixelated beauty flash across the screen in a 10 frame animated movie. Or







head down to the adult book and video store and check out the screens in the viewing booths. It's the kind of thing any raw blooded PlayStation owner wants, sex, violence, awesome weaponry (which I'll get to in a minute) and humour. What other game lets you kick open a toilet door to find an alien busy emptying his bowels, and then lets you blast him in the head mid-dump?

The playability level in Duke is high enough to rival anything out there. Climb out of windows and crawl along the ledges to find such treats as atomic power-ups or heavy weaponry like the Devastator weapon that will kill virtually anything with a single shot. The shrink ray is a weapon for the twisted crew, enabling you to reduce foes to the size of an Action Man doll and then squash them under foot, leaving a trail of bloody size 12 footprints behind you thereafter. Groovy. But don't be fooled into thinking that this is just another walk in the park with an Uzi, there are puzzle-solving elements thrown



In a touch of humanity, Duke can put captured birds out of their misery with a couple of bullets. He's a softy at heart



As pornographic cinemas go, this has got to be one of the most pleasant. Set the show rolling and get back down to the theatre for a butchers

## WHAT'S YOUR PLEASURE SIR?



Duke's size piece, the most basic weapon in his arsenal and always the last resort



The pistol is the most readily available weapon, effective against weaker opponents



The shotgun packs a punch, but its re-load time can leave you vulnerable to attack



The chain cannon is the business and deals with any adversary, but it eats ammo



The devastator weapon's name speaks for itself. Take aim and waste everything



The freezethrower turns enemies to ice, a swift kick will shatter their punk asses



The pipe bomb can take out multiple enemies with a single detonation. Boom!

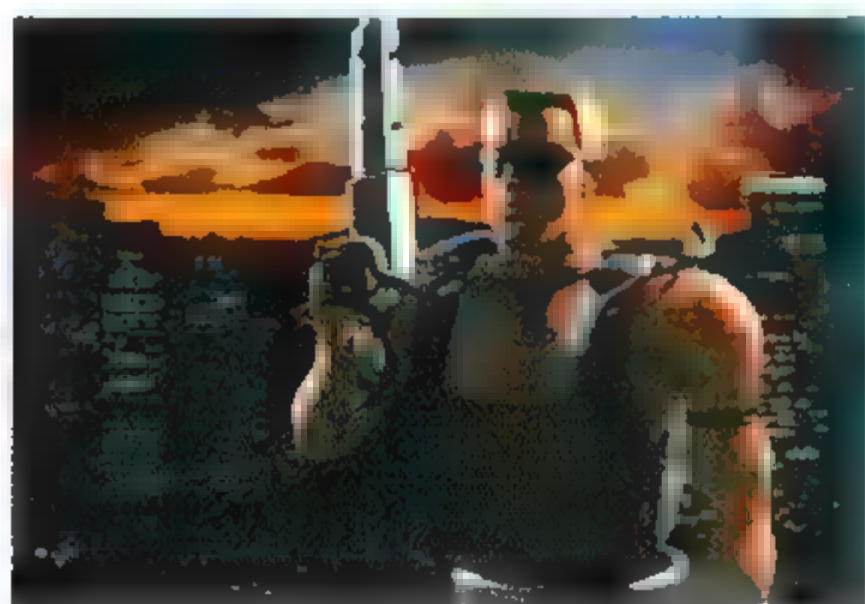
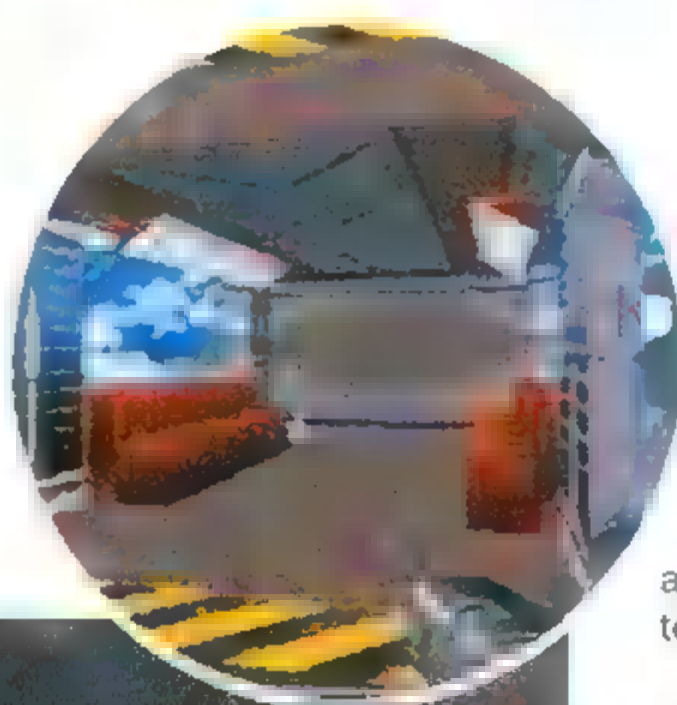


This beauty is the rocket propelled grenade launcher, don't fire it in a confined area





Get into the air ducts to reach secret places for stashes of ammo and superior weaponry or to avoid the stiffer competition



Ah the uses of the Holo-Duke. Set up the illusion and wait for the bad guys to swarm around, then blow them up with the pipe-bomb



## Duke Nukem 3D

► in just to keep you on your toes.

You'll need to track down access cards to get through locked doors which lead into areas where you'll find bonuses and passage onto the next stage, and some serious hunting and shooting will be required to find them as they can be hidden anywhere. To progress far requires intelligent use of the various weapons and tools at your disposal, all of which will have to be sought out first.

Many of the more powerful weapons and useful tools are concealed in secret stashes that aren't always in obvious places, but it's worth taking the time to have a good search for them as they make the task of defending the Earth a little less daunting. For instance, you can use the benefit of the Holo-Duke to get out of of the dangerous and life-threatening situations that you find yourself in.

The Holo-Duke is a device that creates a holographic image of our hero and can be used in an alien populated area. Once set up, just stand back and watch them attack it while you hide and pick them off at your pleasure. Alternatively, use the Pipe-Bomb and lay a grenade next to it, detonating when our inquisitive alien foes are busy trying to tell Duke what a pussy he is. The jet-pack and aqua-lung allow you to search the farthest reaches



of the differing environments which range from cities to space ports. Duke even gets busy on the surface of the moon.

There have been quite a few first person shoot'em-ups since the dawn of Doom a couple of years ago, and while the genre has sprouted up some excellent titles, most of them pale next to the sinister atmosphere of Doom. Duke Nukem approaches the genre with a different attitude, the emphasis here is on graphic violence and tongue-in-cheek humour, and it's quite an addictive mix.

You never tire of hearing Duke uttering his hard as rusty nails comments, as he makes alien sushi left, right and centre. In his own words "Those Alien Bastards are gonna pay for shooting up my ride," and I'm sure they will once you load this into your machine.

It's a more light hearted affair with Duke than with previous first-person perspective shooters, and it's all very well presented with a blend of environments that is just about spot on to keep the interest level up. Supported by some rockin' music, Duke's in the mood to soak some walls with blood, and this trigger happy Dolph Lundgren look-a-like is going to take great pleasure in doing it too.

### GENRE COMPARISON

**Game Doom**  
**Half-Life III Interactive**

Doom undoubtedly set the standards for first person perspective shoot'em-ups on every system format including PlayStation. However, its sequel is most definitely more sinister and sinister, but it's a blood-bath all the same, and the heavy dose of humour adds to the fun.



Here we have your basic wank booth, complete with paper towel dispenser and waste bin. Yeah Duke baby, she has very pink lips, but there just ain't enough time to nuke everything





Big Arnie Schwartzey eat your heart out, I got my freeze gun, and this guy's on ice ice baby



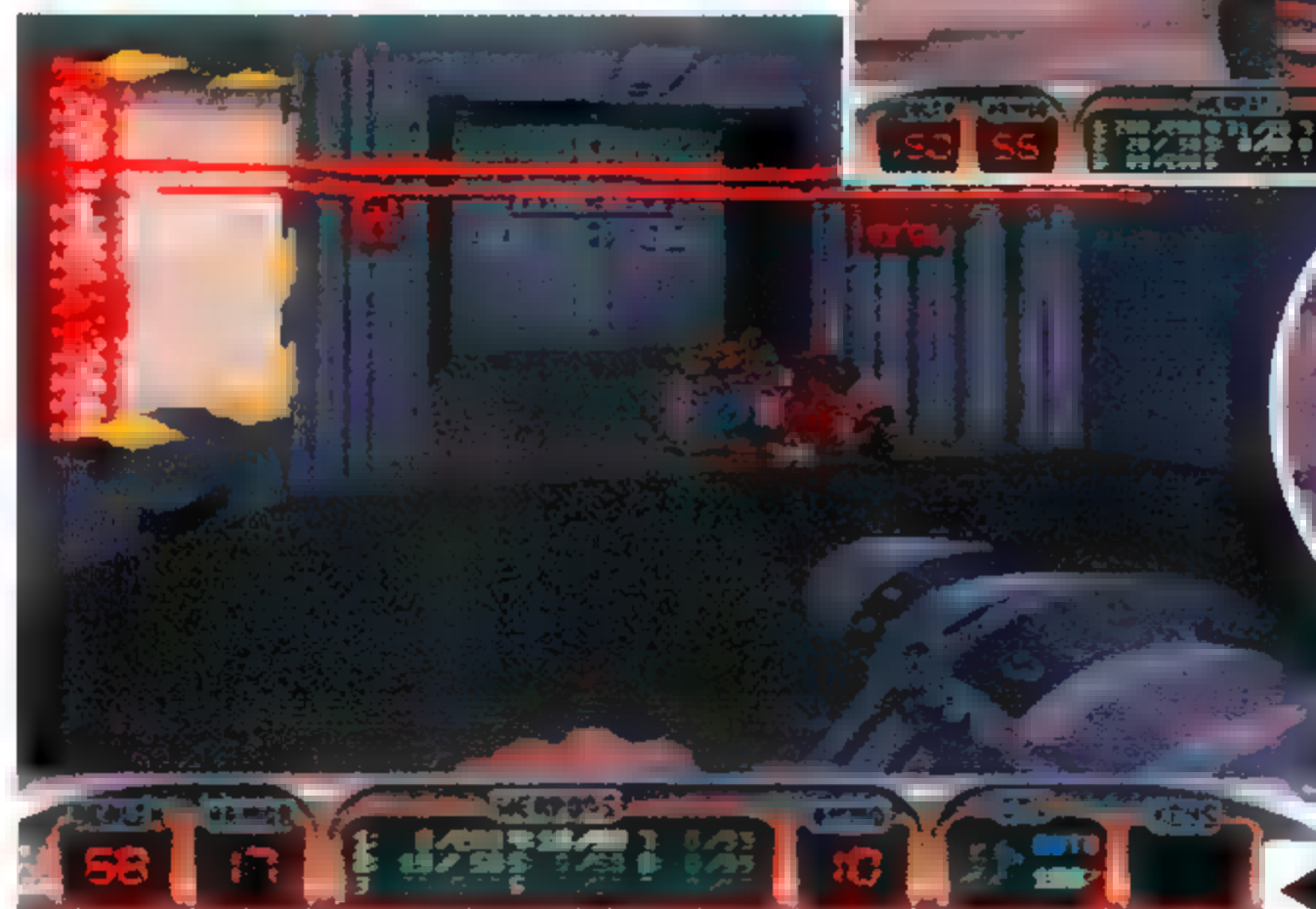
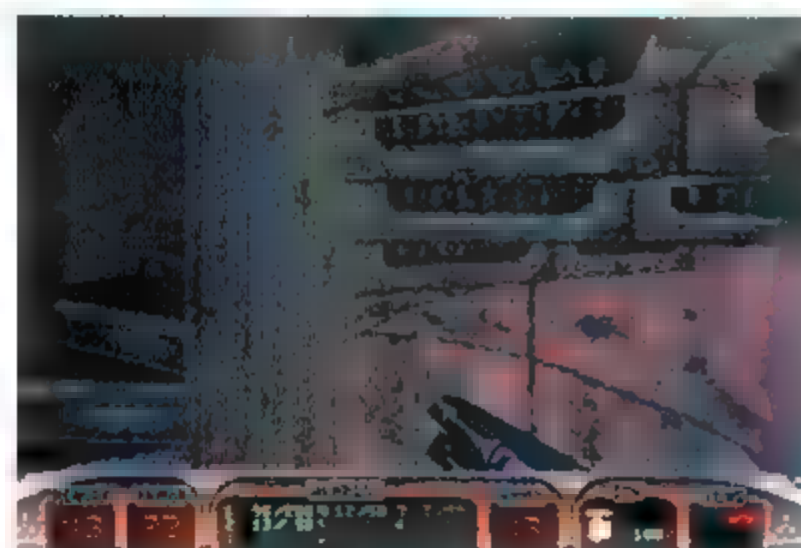
## COME GET ONE?

Recess! Check out these Duke Nukem action figures. Cool huh? You can also get 'Pig/Cop' figures too, but at the moment they're only available in the States. For your chance to win one of five figures send a postcard marked 'Duke, I want to get some' to the address below.

**FREEPOST**  
(SK3038)  
IDG Media,  
Adlington Park  
Industrial Estate  
Macclesfield  
SK10 4NP



The pipe bomb's a really useful weapon. Lay the charge and wait for the right moment to detonate it



There are many booby traps and security devices to avoid, these lasers will fry your ass faster than a barbie on the surface of the sun

## PROSCORE

**GAME** Duke Nukem 3D

**GENRE** Shoot'em-up

**SOFTWARE HOUSE** GT Interactive

**CONTACT** 0171 258 3791

**RELEASE DATE** Out Now

**PRICE** £44.99

Being a fan of Alien Trilogy and recognising the status of Doom as something approaching immortal proportions, I wasn't expecting to be too impressed with a dated PC conversion. It shares Doom's grainy graphics. But after playing for half an hour, watching babe-snatching aliens turn into puke, punctuated by Duke's own sense of brutal fun, I was completely immersed in the thing. As soon as the game starts Duke's up for it, and the little comic touches that keep you plodding on to see what's next, just add to the enjoyment of the whole sadistic bloodfest. Everyone is partial to a bit of alien annihilation from time to time, but seldom has it been so much fun.

BY JAMES CANNON

**GRAPHICS** 7.5

**SOUND** 8

**GAMEPLAY** 9

**LASTABILITY** 8



**PAUL** It annoys me when successful games from other formats get released as a lazy alternative to producing original titles. Duke was a great PC game and is a good PlayStation game, but it's a little dated now

**HUGH** Admittedly Duke's looking a little long in the tooth now, but that doesn't alter the fact that the game is a classic and an absolute treat to play. It's rather a lot of cash to spend on such an old game though

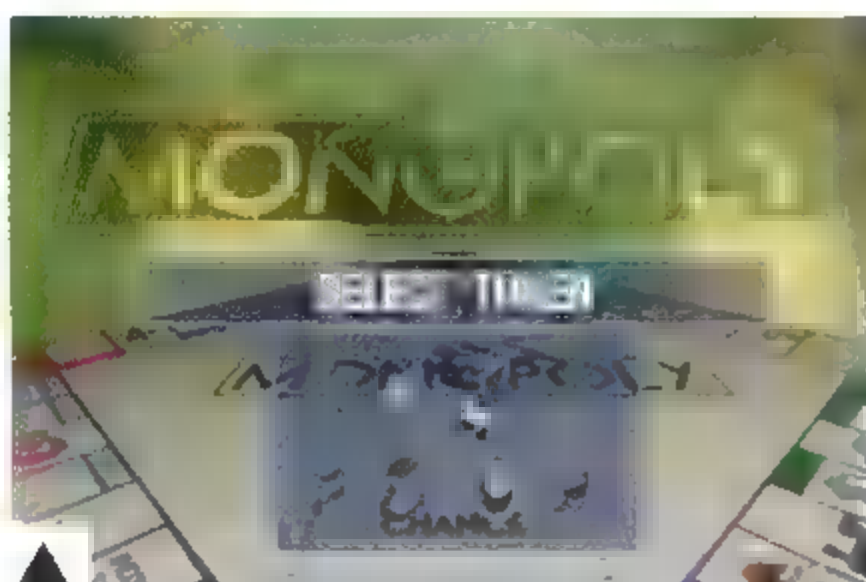
**ANDY** I've always enjoyed Duke in its previous incarnation and this is no exception. The graphics and gameplay remain the same. Hugh doesn't know what he's on about, as far as PlayStation goes, Duke is a new game

**JAY** Duke is essentially a comical twist on the Doom genre which strips away the seriousness of the numerous other clones and gives it a slap-happy laugh-a-minute feel, which works brilliantly. Come get some etc



# Monopoly

*There can't be a huge amount of PlayStation games that can trace their origins back over half a century. One of the few is Hasbro's capitalist board game conversion, Monopoly*



▲ All the old playing pieces from your childhood are here. Remember fighting for the racing car and sulking when you got the boot?



▲ As the pieces progress across the board the entire thing swivels so you can keep track. Dice are thrown by the old geezer to the right



**I** magine the scene: back in the 1930s a toy designer knocks on the door of Waddingtons's product development office. He shuffles nervously into the room, sits down and starts to explain his rather dubious idea for a new board game based on the world of property. The product development bloke, hung-over from the night before slowly falls asleep. However, because he's paralytic he gives it the go ahead anyway. And from this inauspicious beginning, Monopoly becomes the most famous board game in history – the compulsory game for every family trapped by the rain in a caravan in Wales.

Now, half a century later, the venerable old classic is making its debut on the PlayStation as part of Hasbro's board game to video game conversion push.

Now I'll just get a quick rant out of the way, and then we'll get onto the review, okay? The appeal of board games on a games console has always been something of a mystery to me, especially when you consider the fact that board games were what people used to do before videogames were invented, and bits of card and mangy old boards were the closest you could come to gaming fun in the home. So why have a videogame that is pretending to be the thing it replaces? Weird.

Still enough of my prejudices – what is Monopoly like? Well you probably know the answer to that one yourself as I'm sure

everybody has played the game in their dim and distant past. It's an exercise in capitalism basically. Playing against anything up to five other players you have to make your way around a board representing the various streets of London. As you pad around the tarmac you purchase properties and then try and screw everybody else out of huge amounts of money.

Once you've secured a set of streets (each denoted by a different colour) you can build houses, estates and even hotels on the site and build up financial empires that'll bankrupt less successful players with ease. Obviously a fair degree of the gameplay is based on pure fluke. By throwing dice you'll make your way across the board buying up the properties you land on, leaving them well alone, or forking out too much dosh to the capitalist pig who has built houses on it.

Unlike Monopoly's sister title, Risk (also reviewed this issue) the PlayStation version of the game sticks very faithfully to the real thing (after all, you can't go messing about with something that, in one form or another has been knocking about since 1935 can you?). The real advantage of the PlayStation version is the fact that all the fiddly stuff involving money and cars and dice throwing is handled by the computer so that the game moves on much faster and with less risk from irate friends or family accusing the banker of delving into the



▲ Go to jail, do not pass GO, do not collect £200. Here I'am in jail trying to think up ways to avoid picking up the soap in the showers





Euston Road £100

bank whenever they go to the loo.

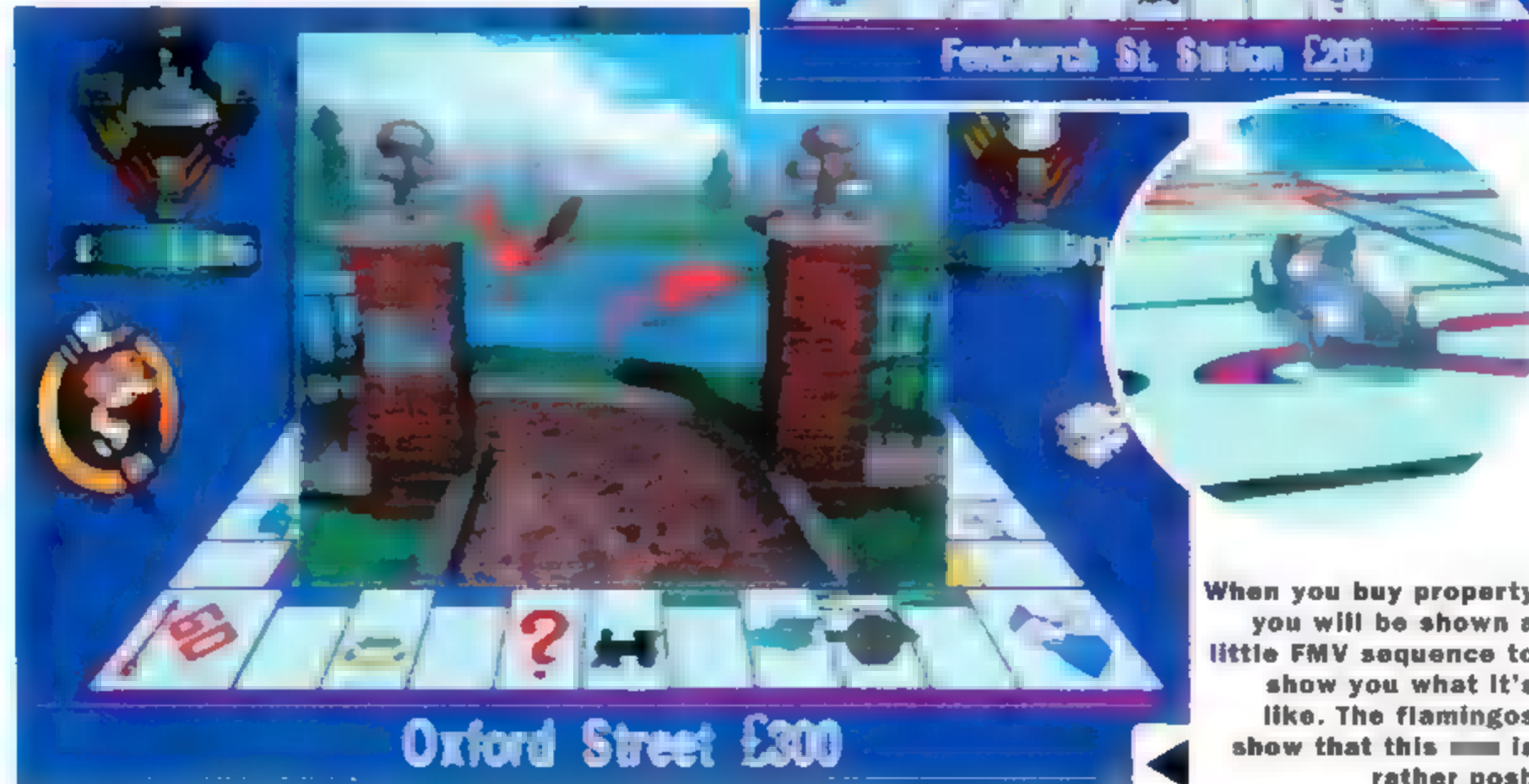
Obviously the game looks a little more attractive than its board game incarnation. Each of the little icons depicting the various counters in the game has a cute little animated sequence that shows it progressing down the board and the different property cards have film sequences showing what state the property is in. Before you build on a street it'll look like a complete dump - as you develop it you'll see houses and hotels spring up all over the place.

Now this is all very well, but I can't really see Monopoly holding an awful lot of appeal for the average PlayStation gamer. For a start, more cerebral games traditionally don't really excel on the format and secondly, if there is anybody out there looking for a decent business game, wouldn't they just opt for one of the Tycoon or Sim City games? The real niche I can see this title carving for itself is for people with young families. By dispensing with all the fiddly bits of paper and card, parents have a nice mess free way of entertaining the kids for a while. Either that or Monopoly freaks with no friends...



Electric Company £150

If you're a real tycoon you can buy all the board's electricity and water companies, but you can't build on them - they're a little boring



Oxford Street £300

When you buy property you will be shown a little FMV sequence to show you what it's like. The flamingos show that this is a rather posh



JAL



Bow Street £100

Bow street looks nice doesn't it? All that green-belt land just waiting to be exploited. I think a sodding great hotel is in order



Vine Street £200



Fenchurch St. Station £200

## PROSCORE

GAME Monopoly

GENRE Strategy

SOFTWARE HOUSE Hasbro

CONTACT 0171 490 1323

RELEASE DATE Out Now

PRICE £39.99

It has to be said, playing Monopoly against the AI is a pretty uninspiring experience (after all, part of the fun of playing Monopoly is watching an affable space cadet next to you turn into a rampant ruthless capitalist). However, played multiplayer on a nice big TV screen it proves itself to be a tidy looking alternative to the venerable old board game. If you're after high speed, adrenaline pumping action, then steer well clear of this game. However, if you're after a well presented and thoroughly inoffensive board game (without the fiddly bits of card and paper) that has been keeping people occupied on rainy days for over half a century, Monopoly might just be for you.

BY POYNTON

GRAPHICS 7

SOUND 6

GAMEPLAY 7

LASTABILITY 7

7

**PAUL** If you fancy a trip down Old Kent Road, or even hanging out behind Marylebone station while you eat your jellied eels, then Hasbro has done a great job. It's only the board game with less mess though!

**JAY** What's the bloody point of all this then? If you want to play a board game, play for real! Get out of the attic and set it up you lazy git! Virtual conversions often disappoint, and this, I'm afraid, is yet another

**ANDY** has all the elements of the board game but half the fun is in this PlayStation version. There's no chance of special 'deals' being made to prosper behind everyone's back. It's fine

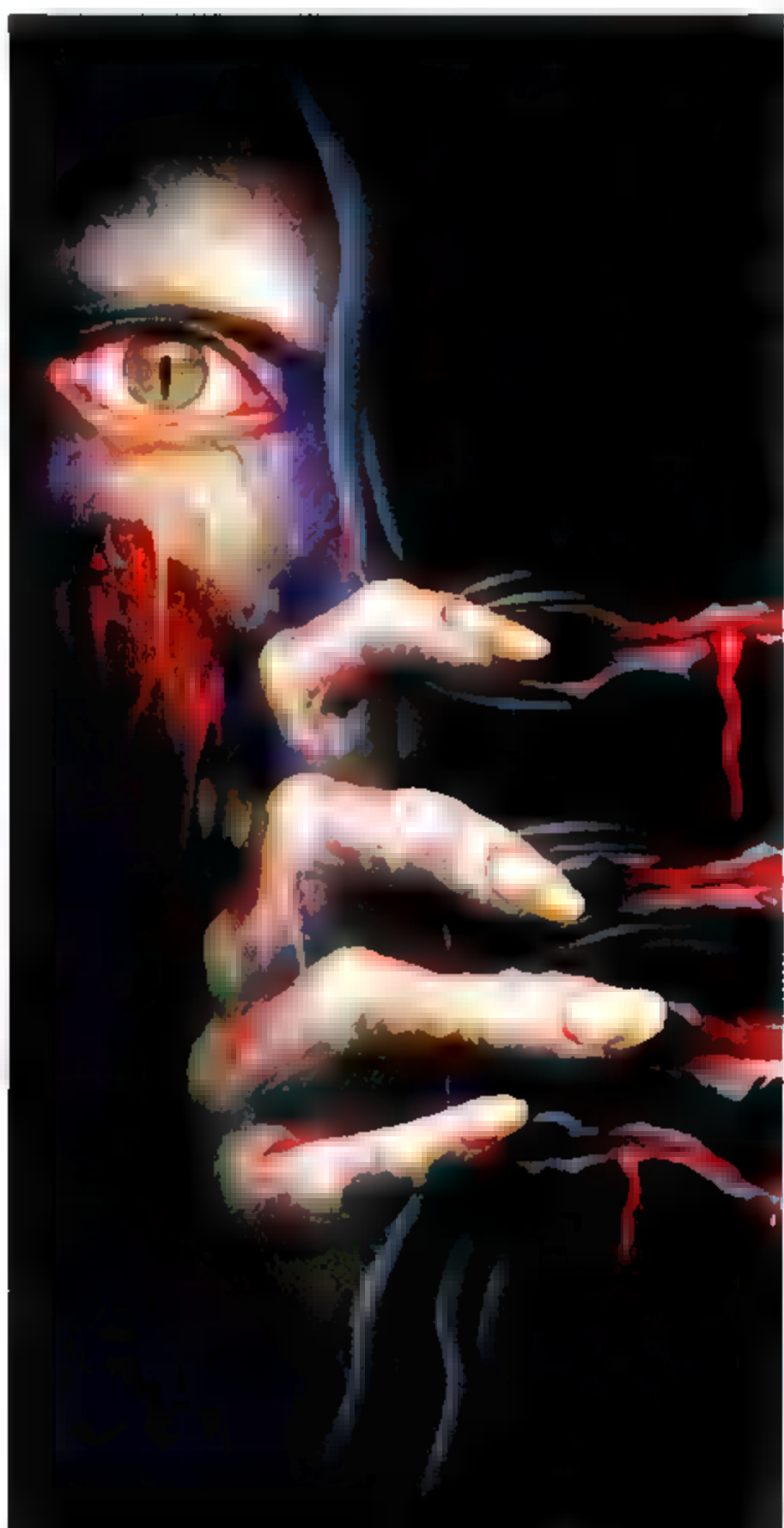
**JAMES** What's next? Virtual Snakes 'n' Ladders with a 3D playing board? real, this is absolutely pointless. Weren't consoles invented to escape the drab boredom of games like this? Put it away, for god's sake



# Resident Evil

## The Director's Cut

*Let the tearing of flesh and the rending of limb begin as everyone's favourite gore fest gets revamped and dusted off in a blatant attempt to extract another 35 quid from your pockets*



The main room where it all begins. ■■■ much going on at present, but this can't last for too long. The zombies are waiting for you to show your face

**T**he world of Resident Evil has been very quiet of late. A little too quiet if you ask me. How could it possibly take this long to produce ■ sequel unless the programming team were living it up in the Bahamas after the success of the original?

Quite why Res Evil 2 hasn't seen the light of day can only be explained by the fact that Capcom are attempting to milk the title for all it's worth. And that's why we've been dealt a rehashed version of the original, just so they can chuck ■ ■ 20 minute version of the eagerly awaited sequel to this classic game.

It's a shame they've thought ■ necessary to tweak points of the original which ■ the end of the day, didn't require tweaking. Some new camera angles and a few trickier enemies hardly warrant spending a further wad on it. Unless of course you don't already own it, in which case this is ■■■ than value for money.

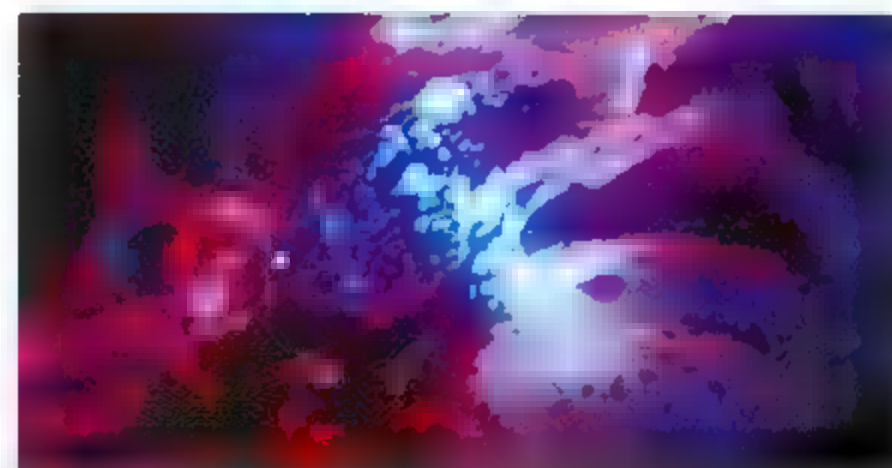
The one thing which they should have improved, but haven't bothered with is the pointless loading screens ■ the doors open ■ steps are climbed. Oh yes, the waiting is still just as laboured and just as dreary. Luckily for Resident Evil: DC, the action more than makes up for this so it isn't too much of ■ disappointment to the average punter.

There are three different

playing skills now available with the advanced game throwing in more zombies and some trickier puzzles for you to think through. The essence remains the same only the difficulty has been upped to astronomical levels in this enhanced version. The camera angles have also been changed to give you a completely new view of the mansion and its grounds.

For those who have missed out on the gory charms of Resident Evil the first time around, the game involves you taking control of one of the STARS' team members, whether it be Chris Redfield or Jill Valentine. The other characters will all play their part, although you can't take control of them. The team are sent in to track down a previous team of agents who went missing in Raccoon Forest.

Unfortunately for the team they soon discover why the others went missing and end up in big trouble. As the place is crawling with more zombies and mutated experiments than you'd find in Dr Frankenstein's spare room. Why? Well this is something you will come to discover in the fullness of time. It's like you're stuck in your own interactive movie where you play the lead role. The mansion is a tough one to crack and contains many hidden items you'll need to find in order to rid the house of the zombies. It's not limited ▶



Rebecca Chambers enters the game by spraying some CS gas in your face. Thanks very much, now ■ I have my eyesight back please?





## RESIDENT EVIL 2

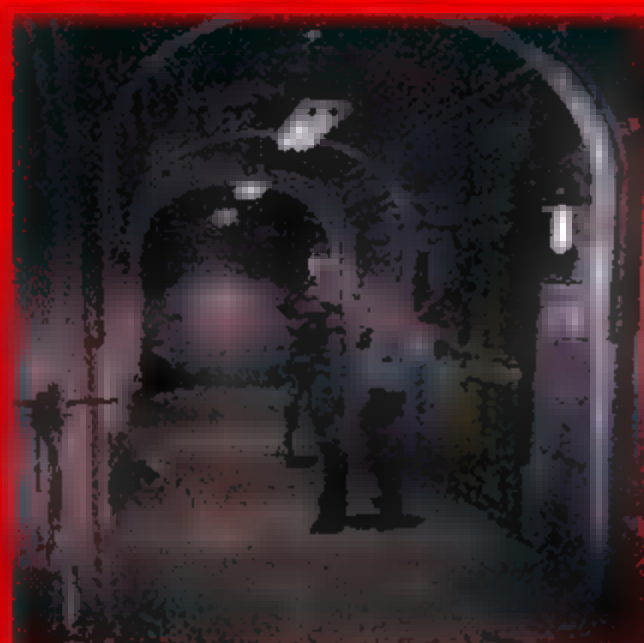
The mean streets of burning metropolis Raccoon City are once more knee-deep in gore. The zombies have overrun the municipal and are stalking the streets. And only you can stop them in their tracks.

Unlike the original, in this demo you play rookie cop Leon Walker and are dropped right into the thick of the action. The detail is far more impressive with debris and zombies being strewn all of the place. The city is in chaos and the whole place leaves nothing to the imagination. The demo is fairly simple to complete, so once you've made your way through you're actually pretty unlikely to sit back down and play it again. At least for some time anyway.

You get the chance to pick up a few items, view one in-game sequence and test out the new aiming system. This has been improved greatly so that you spin to target another zombie immediately after downing one of their counterparts.

While all of this has improved, there're also new character movements such as the head turning to view assailants or objects and perhaps the best one comes when you take damage from your enemies. Once hit you crouch up and clutch your arm, stumbling forward to escape the blighters. You're now in big trouble and need health quickly.

Unfortunately, the demo is over all too quickly and leaves you craving more. Which is obviously the idea as it finishes on a nail biter just as you discover another key. A woman shoots at you and the demo fades out. Who is this woman? Well, we'll just have to wait and see when the full game is ready for release. Sometime this millennium hopefully.



Someone has briskly walked past the desks and dragged every piece of paper off. The cleaners won't be happy.



Just as you are about to discover another key, you are shot at by this mysterious woman. The demo finishes on this cliff-hanger. It's not fair!



The gore count has now been upped to huge levels. Blood and giblets are spurting all over the shop. Fans of Day of the Dead and the like will adore this.



Spoilers: Just when things become a little more interesting and some new discoveries are made, the whole thing comes to an end. We want more. Now!





## Resident Evil: The Director's Cut

► solely to the mansion however as you will step into the guardhouse, gardens and the sewers amongst others in your quest to quell the danger. The question is whether your will, determination and stomach are up to the job. Basically, your worst nightmares have come to life and are running amok on your PlayStation. And what twisted minds you all must have.

With all of the new angles and twists included, plus the demo of Resident Evil 2 you can't go far wrong if you're a newcomer to the delights of Raccoon City. The only gripe you could have is

that the advanced game only re-jigs the items around and adds a few new camera angles and zombies in certain places. So if you already own the original, it's not worth shelling out another £35 for this update. Unless of course you're that desperate to play the demo of the stupendous looking Res Evil 2 which admittedly looks like a vast improvement on the original. I for one can't wait to immerse myself in the horror and depravity of the sequel. And I'm not alone judging by the rabid anticipation of the masses. More gore please. And soon!



While you explore the creepy mansion there will be many a quiet moment to take in the scenery and reflect on your day's handiwork. Sit back and recall all those happy zombie slaughtering memories, like the time his head literally blew into a hundred pieces. Great stuff

## PROSCORE

**GAME** Resident Evil: Director's Cut

**GENRE** Adventure

**SOFTWARE HOUSE** Virgin

**CONTACT** 0171 368 2255

**RELEASE DATE** Out Now

**PRICE** £34.99

## PLAYSTATION The truly awesome

A PRO Resident Evil has been around almost as long as the PlayStation itself and still rates highly against many of today's releases. Unfortunately, for those who already own a copy of the original, apart from a slightly different take on the puzzles and the too short, impressive demo of Res Evil 2, there's not enough on offer to warrant spending another 35 quid. Unless of course you're loaded and have nothing better to spend your money on. If you don't own the original then you should snap it up immediately, as you're going to be hard pushed to find a more challenging and engaging game anywhere this side of the Tomb Raider series. Bloody incredible.

BY ANDY SHARP

**GRAPHICS** 9

**SOUND** 9

**GAMEPLAY** 9

**LASTABILITY** 9



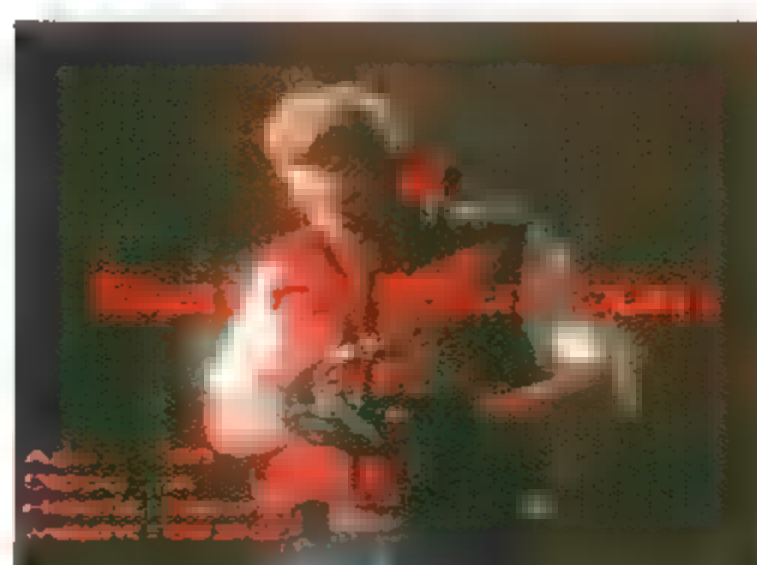
**PAUL** Still every bit as good as the classic it always was. Mainly because it's more or less identical. If you already have the original then you should perhaps buy it twice. If you haven't then this is a very wise investment

**JAY** The angles and bonus buckets of blood ain't worth doing it all over again for me I'm afraid, but if you missed the original, then I suppose you're better off buying this version. Especially for the Res Evil 2 demo

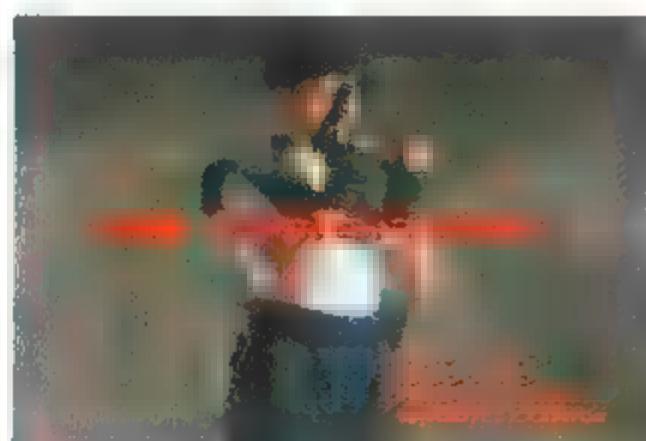
**HUGH** Capcom's philosophy here seems to have been, 'if it ain't broken don't fix it' and you can't really blame them. The cinematic looks and involving gameplay make this a absolute treat of a game. Buy it

**JAMES** This game is a modern day classic. Its film style presentation is captivating and the gameplay engrossing, like Andy has said, it's basically the same as the original, which will always come highly recommended

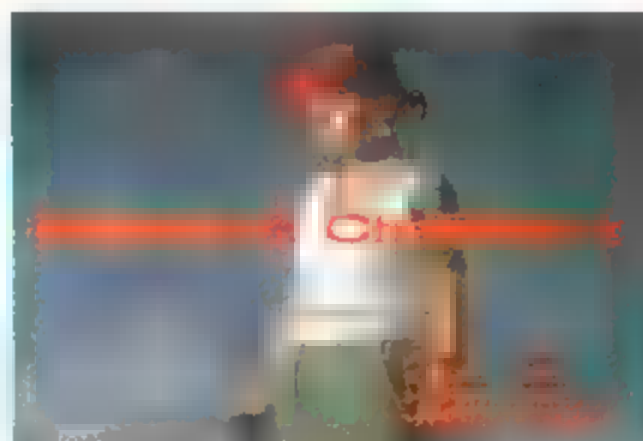
## Meet the S.T.A.R.S. of the show



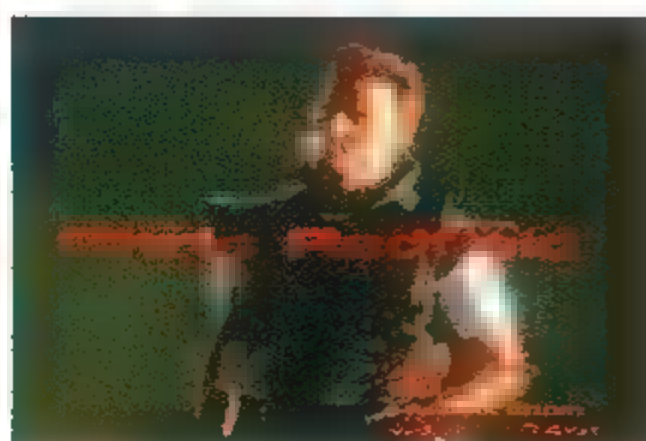
Unshaven and tougher than a soggy tuna sandwich, Barry likes rugby, but hates football as it's for wimps



A fan of Frank Spencer, hence the beret. Interior decorating and oil painting are just two of her hobbies



A bit of a drip if the truth be told, but she can play the piano a little and is a dab hand at looking frail



Don't really know too much about this bloke except he smokes and no doubt likes a pint or two at lunchtime



A bit of a poseur. Slaps on Brylcreme like it's as free as the air. And he enjoys Gladiators on Saturday night too



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PlayStation Pad



Link Cable

Analog Joystick

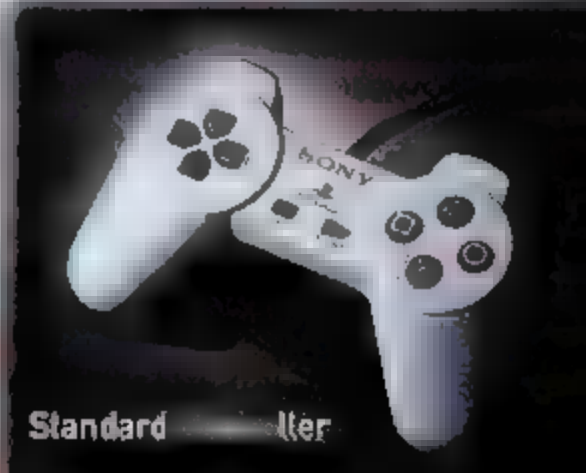


Euro AV Cable



G-CON 45™

PlayStation Pad



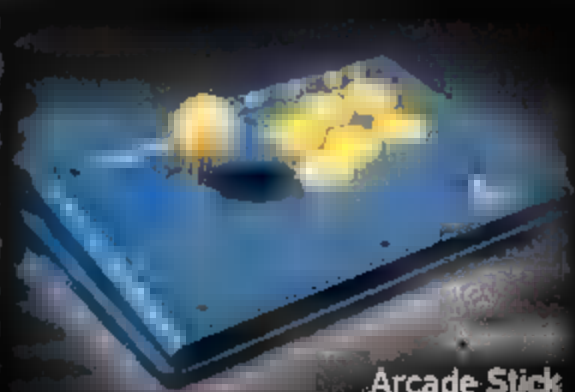
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# CLASSIFIED

Every Christmas the videogame industry wheels out its big guns in the rush to keep yuletide promises and fill little Johnny's stockings with interactive glee. But then what? Is the year ahead full of surprises or simply jam-packed with rehashed reworkings of ancient tiles and the inevitable glut of sequels? Well, we thought we'd dig out our crystal balls and have a butchers at what lies ahead for you and your PlayStation in '98, and over the next 10 pages we've lined-up the hottest 100 titles guaranteed to be begging for your attention over the next 12 months.

# HAPPY NEW YEAR?





### ACTUA HOCKEY

First football, then golf, then football again. And again. And then golf once more for good luck. And then tennis, and now the Sheffield supremoes have Actua-ed ice hockey for your pleasure. Expect a review soon.

**GENRE:** Sports  
**EXPECTED:** February  
**FROM:** Gremlin Interactive



### ACTUA TENNIS

Gremlin expand their Actua range from golf and football to include this much-loved British summertime sport. Past tennis incarnations have looked good, but lacked gameplay. Can Gremlin break the mould this time?

**GENRE:** Sports  
**EXPECTED:** April  
**FROM:** Gremlin Interactive



### ALIEN: RESSURECTION

Based on last year's movie, this officially endorsed beauty looks stunning from the early versions we've seen. Hopefully everyone will have forgotten about the dire film when the game finally gets released.

**GENRE:** Shoot'em-up  
**EXPECTED:** TBA  
**FROM:** Fox Interactive



### ALIEN VERSUS PREDATOR

This is a reworking of the Atari Jaguar version from a few years back. Choose between a marine, an alien xenomorph or the dreadlocked Predator as you stalk the corridors of this Doom alike.

**GENRE:** Shoot 'em up  
**EXPECTED:** March  
**FROM:** Eidos Interactive



### ALUNDRA

The comparisons with Zelda are obvious, right down to the graphical style of the game, and this massive role-playing treat is set to be every bit as popular when it hits the PlayStation later this year.

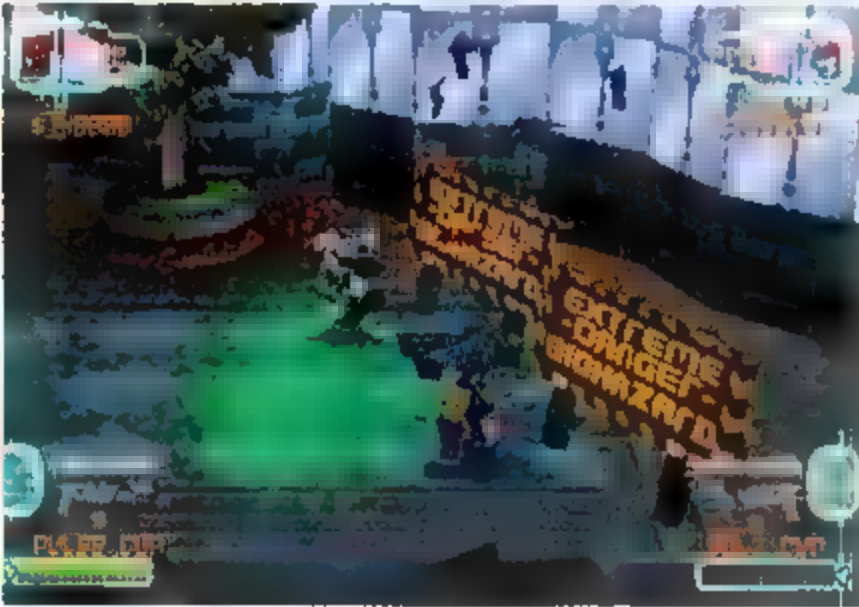
**GENRE:** RPG  
**EXPECTED:** March  
**FROM:** Psygnosis



### ARMURED CORE

Robotic rampaging seems to be coming back into fashion in the crazy world of videogaming, and this effort from Sony only cements the fact. Although not particularly ground-breaking, the game should prove entertaining.

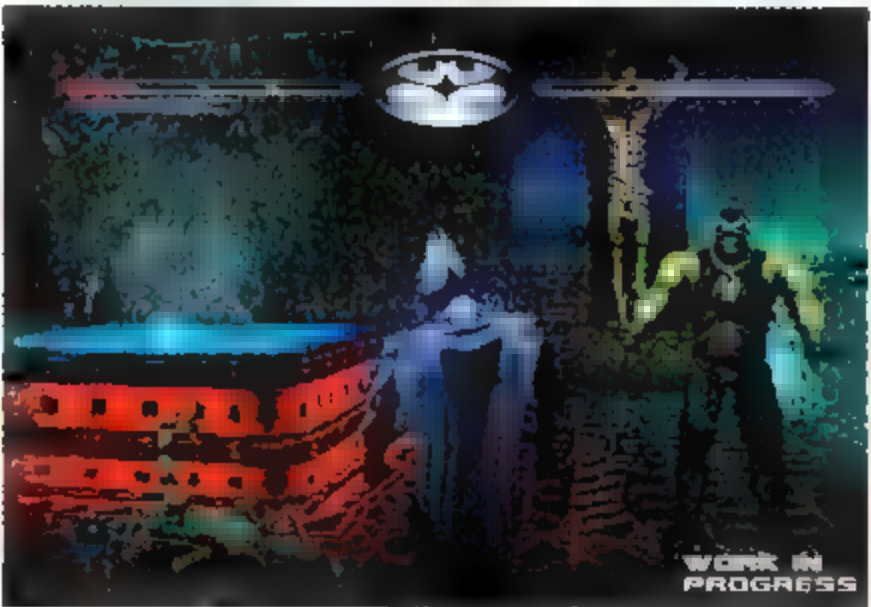
**GENRE:** Shoot'em-up  
**EXPECTED:** June  
**FROM:** Sony



### ASSAULT

Telstar's latest project sees you getting clad in Cyborg-style gear as you prepare to go on a rampage to save your planet from the evil nasties yet again. Plenty of weapons and huge explosions abound. Should be good.

**GENRE:** Shoot'em-up  
**EXPECTED:** March  
**FROM:** Telstar



### BATMAN & ROBIN

As with most licences nowadays, this interactive celluloid incarnation of the Dark Knight missed the boat with the film's release. And the video one too. But will it be worth waiting for?

**GENRE:** Beat 'em up  
**EXPECTED:** March  
**FROM:** Acclaim Entertainment



### BRAMA FORCE: ASSAULT ON BELTLOGGER 9

Technically, this is the third part in the 'mech robot wandering alien corridors' series which started with Kileak The Blood and then moved on to Epidemic. This is by far the best of the bunch.

**GENRE:** Shoot'em-up  
**EXPECTED:** February  
**FROM:** JVC



### BUGGY

Like the name suggests, this is all about ploughing your big-ass buggy through a wild selection of crazy courses like a man possessed. Although you do have to use your imagination somewhat when reading the game's title.

**GENRE:** Racing  
**EXPECTED:** February  
**FROM:** Gremlin Interactive



### BUSTAMOVE 3

The bizarre bubble-bursting bonanza returns with yet another addition of colourful craziness early this year. We should have the game in for review next issue, where it goes head-to-head with Ocean's Super Pang Collection.

**GENRE:** Puzzle  
**EXPECTED:** March  
**FROM:** Acclaim Entertainment



### CAPTAIN BLASTO

This looked amazing at E3 and yet Sony have been keeping quiet about it ever since. Apparently delayed for development reasons, the good old Captain should arrive in time for some summertime shenanigans.

**GENRE:** Platform  
**EXPECTED:** July  
**FROM:** Sony





## CONSTRUCTOR

Taking elements from such classic strategy titles as Sim City and A Train, Constructor has you building various buildings around a packed city centre and puts you in charge of their everyday running, from rent collection to waste disposal.

**GENRE:** Strategy  
**EXPECTED:** March  
**FROM:** Acclaim Entertainment



## DEADBALL ZONE 2

Futuristic sports are always a tad confusing, but this isometric viewed shooter aims to blend the world of sports with some good old fashioned violence. Speedball meets Syndicate Wars? find out next issue!

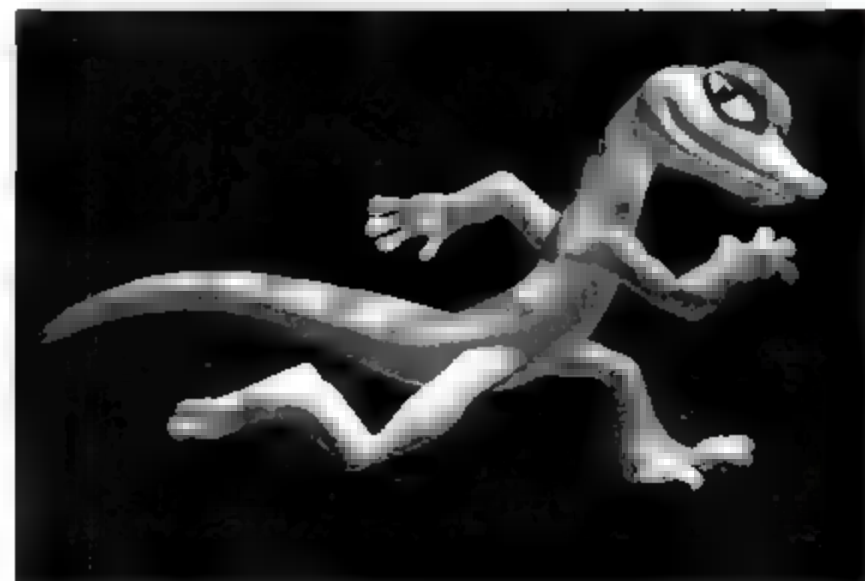
**GENRE:** Shoot 'em up  
**EXPECTED:** February  
**FROM:** GT Interactive



## F1

Eidos have spent months tweaking and testing this racing bonanza, trying to make sure it has everything F1 '97 has, and a whole lot more. The PC version is stunning and hopefully the PSX version should follow suit.

**GENRE:** Racing  
**EXPECTED:** TBA  
**FROM:** Eidos Interactive



## GEX 2: RETURN OF THE GECKO

The wise-cracking reptile returns in this delayed sequel. Pandemonium creators, Crystal Dynamics, are behind this one so it's odds on to be both visually stunning and wildly impressive.

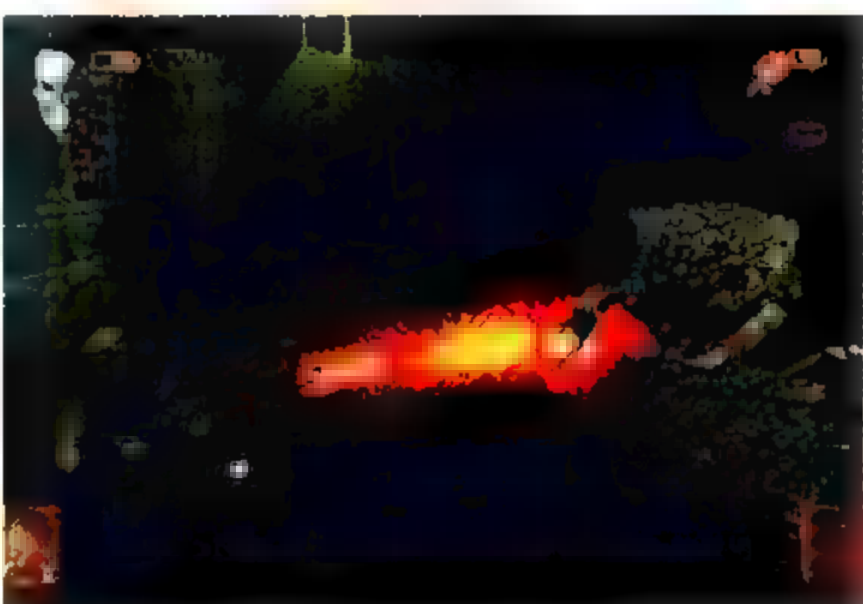
**GENRE:** Platform  
**EXPECTED:** March  
**FROM:** BMG Interactive



## COOL BOARDERS 2

This sequel to last year's poor three platform effort looks vastly superior. Improved graphics, a two-player mode and several stunt sections boasting halfpipes and the like should make this excellent.

**GENRE:** Sports  
**EXPECTED:** February  
**FROM:** Sony



## DEATHTRAP DUNGEON

Ian Livingstone's role playing books sold tons and this should follow the same route as it is the ass-kicking fantasy version of Tomb Raider itself. And if that wasn't enough, the lead character wears less than Lara.

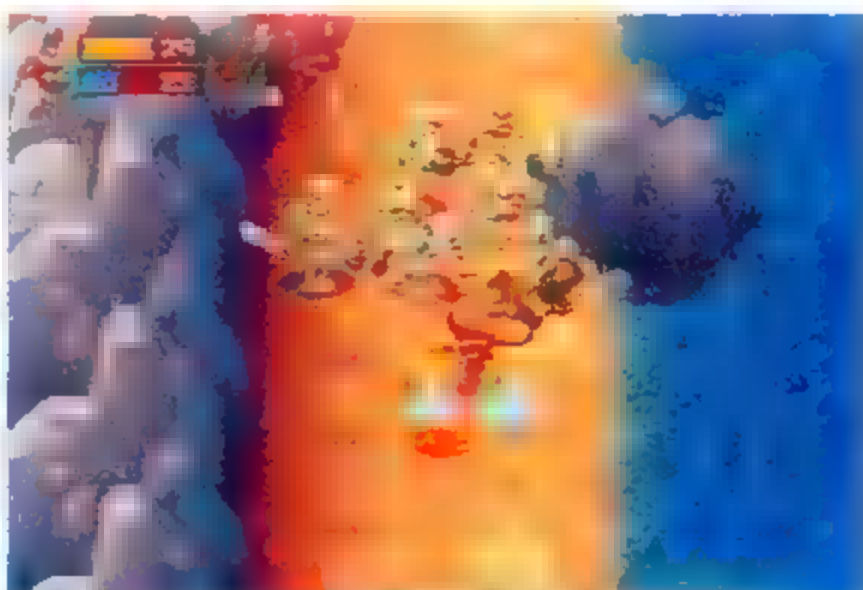
**GENRE:** Adventure  
**EXPECTED:** February  
**FROM:** Eidos Interactive



## FASTBREAK 98

Basically, this is In The Zone for the new year. In The Zone 3 if you like. So if you liked that then no doubt you may find this reworking of an old basketballing idea rather attractive.

**GENRE:** Sports  
**EXPECTED:** March  
**FROM:** GT Interactive



## HERC'S ADVENTURES

LucasArts have ignored Disney's hype-fuelled cinematic conversion and have gone ahead with their very own version of the Hercules story. This one, fortunately, isn't a platformer and is instead a strategic top-down romp.

**GENRE:** Strategy  
**EXPECTED:** February  
**FROM:** LucasArts



## DARK OMEN: WARHAMMER 2

The second in the Warhammer series has been massively enhanced, with attention to detail being high on the list of priorities. This promises to be massive with the crowds at the Games Workshop.

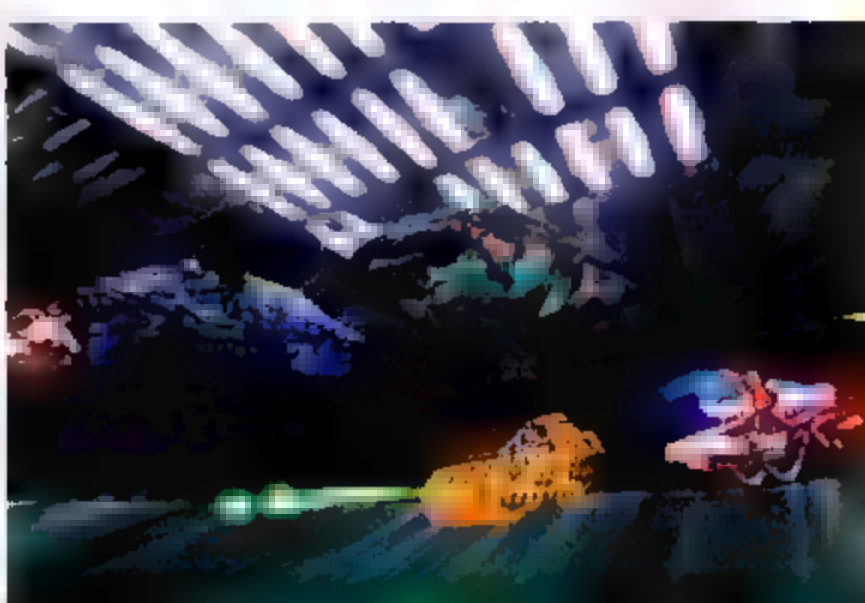
**GENRE:** Strategy  
**EXPECTED:** March  
**FROM:** Electronic Arts



## EVERYBODY'S GOLF

Guess what? Yep, that's right, it's golf. Not technically a simulation, more of a Namco smash Tennis take on the somewhat stuffy sport of rich old blokes with more time on their hands than sense.

**GENRE:** Sports  
**EXPECTED:** April  
**FROM:** Sony



## FORSAKEN

Cyberbike riding may sound a little crazy, but Acclaim reckon their mix of wipEout2097 graphics and Road Rash mentality should see this title rise above the usual glut of dodgy driving PlayStation titles.

**GENRE:** Adventure  
**EXPECTED:** February  
**FROM:** Eidos Interactive



## JOE BLOW

Telstar join in the hype to launch the next big platform king in time for Christmas '98 with this comical kid-come-monkey boy. Cute graphics and huge colourful enemies are – surprise – the order of the day here.

**GENRE:** Platform  
**EXPECTED:** June  
**FROM:** Telstar

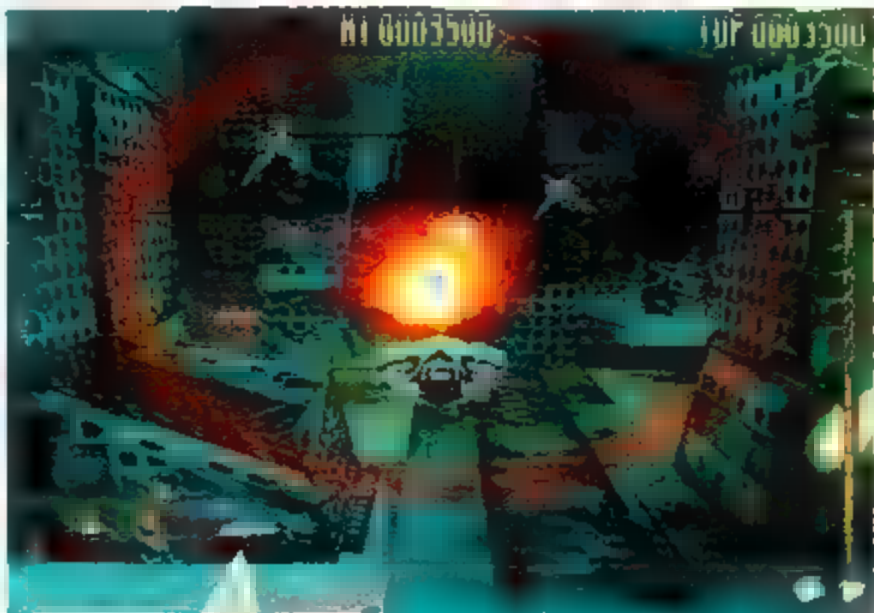




LUCKY LUKE

The French cowboy cartoon 'classic' has gone all interactive thanks to Ocean and promises to be a fist throwing, rootin' shootin' stormer for the younger generation of PSX owners just in time for Easter.

GENRE: Platform  
EXPECTED: April  
FROM: Ocean Software



LUNATIK

The graphics look absolutely awesome and from what we've seen of it so far, Lunatik is all set to become this year's big shoot'em-up title. Eidos, as you'd expect, are extremely happy with it and have graciously given it to us for a top preview next month.

GENRE: Shoot'em-up  
EXPECTED: March  
FROM: Eidos Interactive



MACE

This fighting bonanza was recently released for the N64 to a less than happy audience. Whether its PlayStation conversion can take on the likes of Tekken 3, MK4 and Sony's Cardinal Sin has yet to be seen.

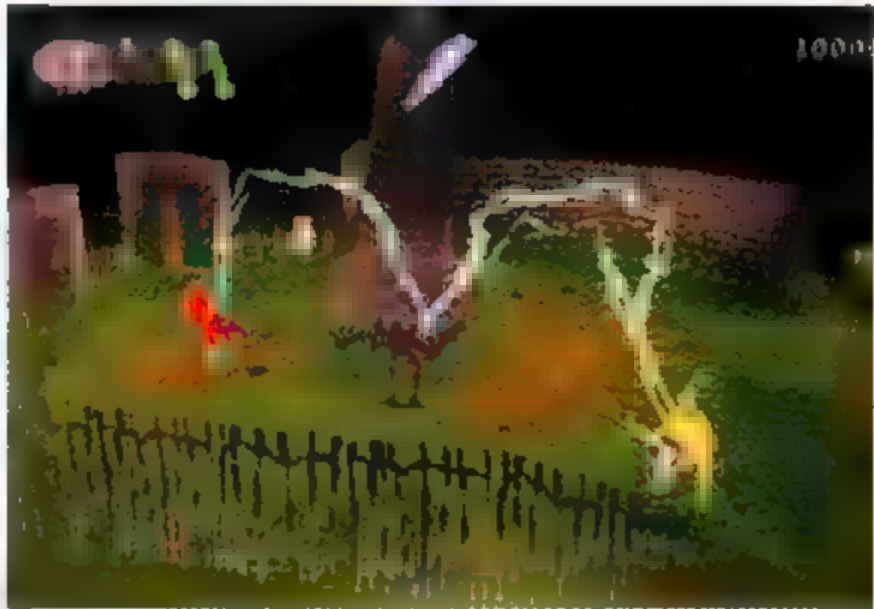
GENRE: Beat 'em up  
EXPECTED: March  
FROM: GT Interactive



MAXIMUM FORCE

An arcade blaster that relies heavily on FMV enemies instead of the usual polygonned characters of say, Time Crisis and Judge Dredd, don't get your hopes up too high though, as this is looking real bad compared to the competition.

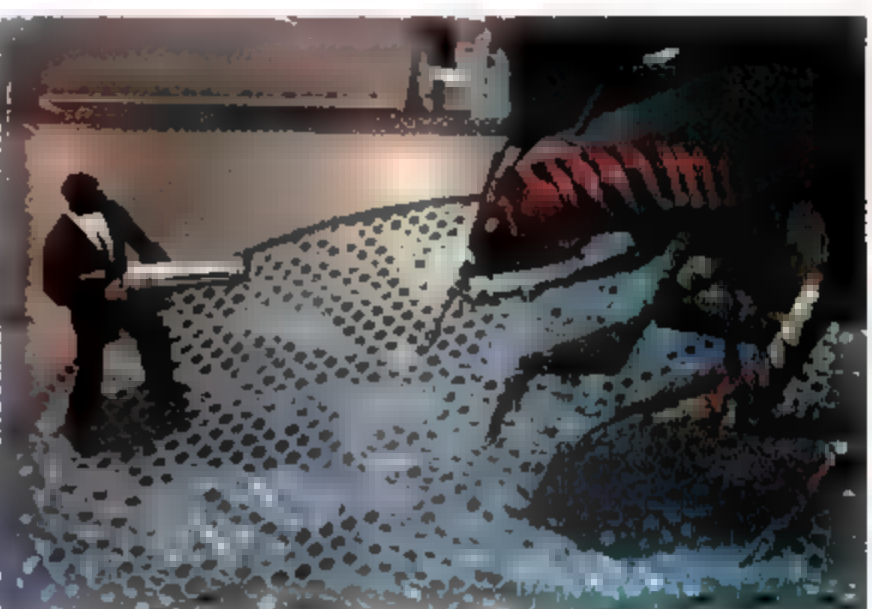
GENRE: Shoot'em-up  
EXPECTED: February  
FROM: GT Interactive



MEDIEVAL

Mixing a gothic adventure with comedy platform action should make for an interesting play, and Sony's undead adventurer has all of the above, and more. Check out PSPro's next issue for a wicked full-on preview.

GENRE: Adventure  
EXPECTED: April  
FROM: Sony



MEN IN BLACK

Last year's summer blockbuster saw Will Smith and Tommy Lee Jones save the planet from freaky extra terrestrials. Now it's your turn and you have to step into the suits, don the Raybans and clean up the globe once again.

GENRE: Adventure  
EXPECTED: March  
FROM: Gremlin Interactive



METAL GEAR SOLID

Everyone at last year's Electronic Entertainment Expo in Atlanta was shouting and screaming about this one, yet Konami have been putting the finishing touches on it for quite some time now. Quality instead of quantity? We hope so..

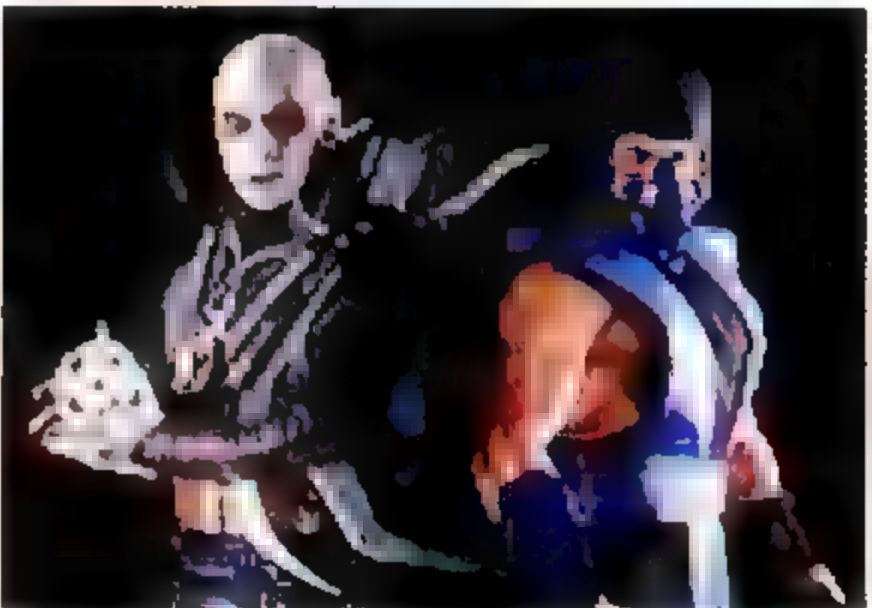
GENRE: Adventure  
EXPECTED: December  
FROM: Konami



MONKEY HERO

Unfortunately this has nothing to do with the classic Monkey Island series, but is instead a top-down role playing feast where the mighty Monkey himself must try and discover several sections of an ancient scroll.

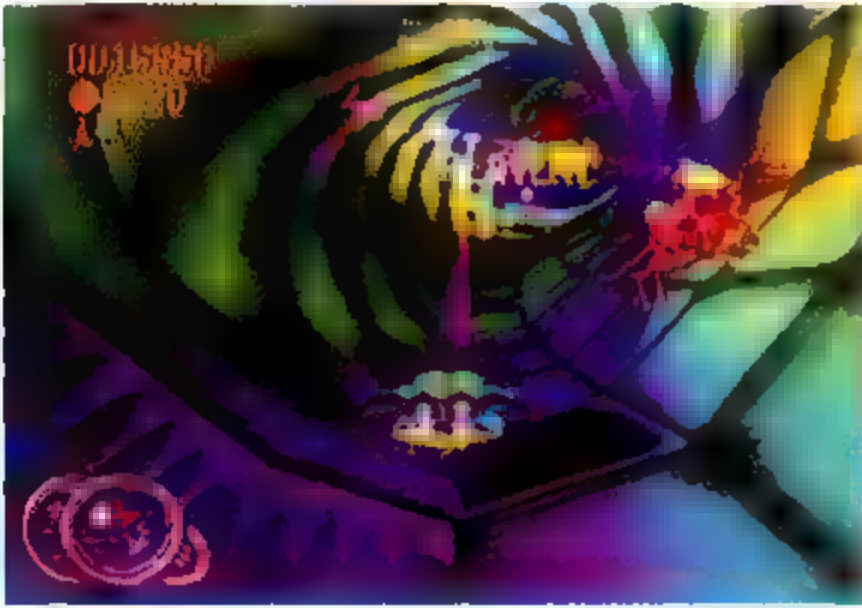
GENRE: RPG  
EXPECTED: March  
FROM: BMG Interactive



MORTAL KOMBAT MYTHOLOGIES

Sub Zero, the chilled out ninja from the MK series, has been given his very own fighting adventure game combining elements from a mixture of genres, including platform, adventure and full-on fighting.

GENRE: Adventure  
EXPECTED: February  
FROM: GT Interactive



N20

Does hyperfast racing through Jimi Hendrix's internal organs on acid to the sound of acid-bleed techno sound like a laugh to you? It does to us and we can't wait for this one. Psychedelic space sausage racing is the future!

GENRE: Racing  
EXPECTED: March  
FROM: Gremlin Interactive



NAGANO WINTER OLYMPICS

From the creators of International Track & Field comes this officially licensed bonanza. Players can try their joypad battering techniques out on a selection of events including snowboarding, curling and luge.

GENRE: Sports  
EXPECTED: February  
FROM: Konami



NEWMAN-HAAS RACING



After the excitement of Formula One '97 has died down, Psygnosis hit the starting grid yet again with this Indy Car extravaganza, offering high speed racing and more fun with the technical aspects of the sport.

GENRE: Racing  
EXPECTED: March  
FROM: Psygnosis

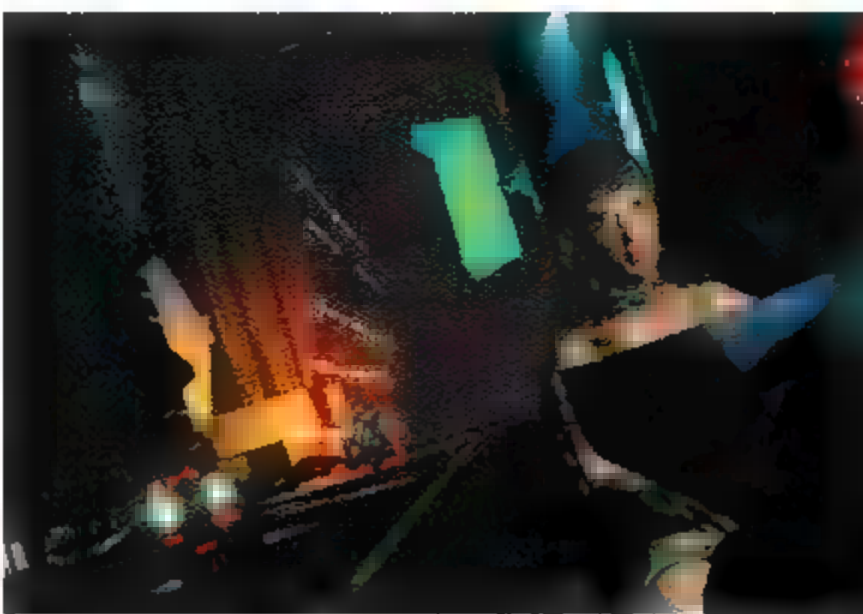






### NINJA

Getting the most out of their old game engines, Eidos set about merging Fighting Force with Tomb Raider and  thrown in  agile ninja master for good measure. Either way, it's looking mighty hot.

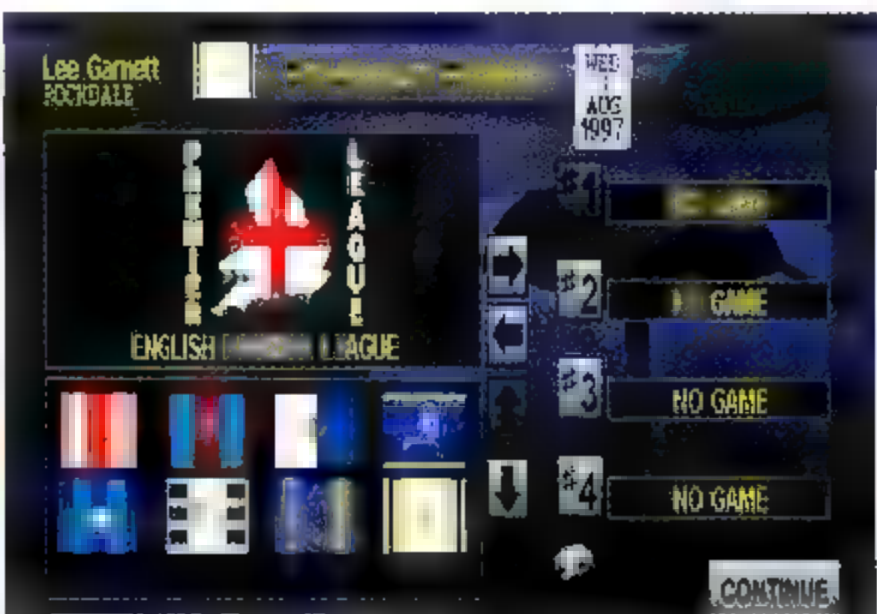
**GENRE:** Adventure  
**EXPECTED:** May  
**FROM:** Eidos Interactive



### OMNICHROM

Another title long in the making, Omnichrom tells the tale of espionage in the 21st Century and borrows heavily from  likes of Blade Runner, both in visual  atmospheric details. This is going to be big.

**GENRE:** Adventure  
**EXPECTED:** September  
**FROM:** Eidos Interactive



### PREMIER MANAGER '98

Everyone slags off football managers. It's all part of the beautiful game, or so they say. Anyway, now you can try your hand at running some of the biggest clubs in Europe, thanks to Gremlin.

**GENRE:** Strategy  
**EXPECTED:** February  
**FROM:** Gremlin Interactive





### PITFALL 3D

The old Atari classic has been enhanced beyond your wildest dreams and Activision have been working on this baby for quite some time now, so it must be good. Shouldn't it?

**GENRE:** Platform  
**EXPECTED:**  
**FROM:** Activision




### PLANE CRAZY

Imagine this as a sort of Prop Cycle without the huge expensive arcade moorings and you'll have some idea of what to expect when this  arcade racer hits town this .

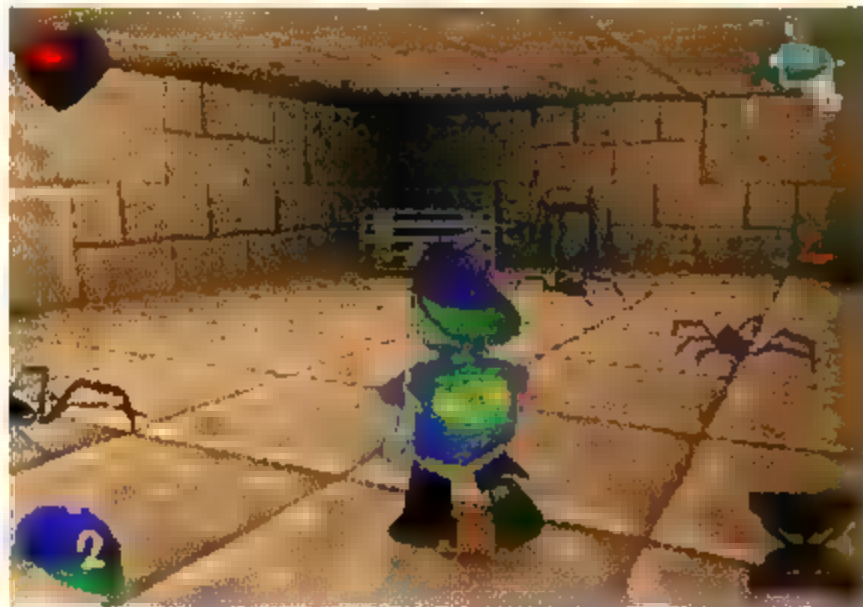
**GENRE:** Racing  
**EXPECTED:** June  
**FROM:** Europress Software




### SAN FRANCISCO RUSH

Yet another N64 title that's being converted for the PlayStation. This time we're treated to some high speed arcade thrills around the winding roads and bumpy hills of San Fran  a variety of rad roadsters.

**GENRE:** Racing  
**EXPECTED:** March  
**FROM:** GT Interactive



### RASCAL

Following in the footsteps of Croc, this cheeky rascal offers gamers the chance to roam around huge 3D worlds encountering  whole host of bizarre enemies. Another PlayStation answer to Mario 64?

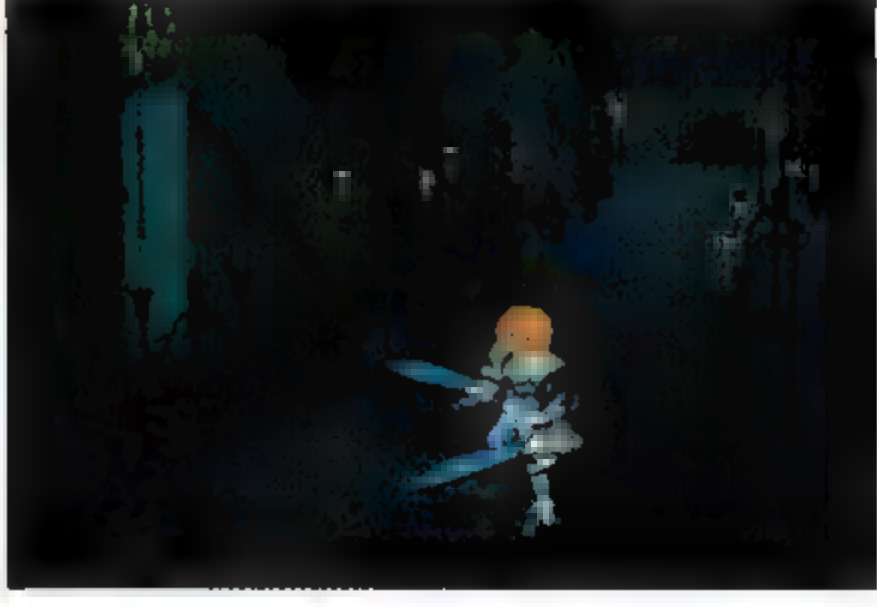
**GENRE:** Platform  
**EXPECTED:** March  
**FROM:** Psygnosis




### RESPECT INC.

Now this looks weird, sounds crazy, but might just be one of the surprise sleeper hits of the year. Buggy Malone meets Syndicate Wars in yet another stormer from our pals at Psygnosis.

**GENRE:** Strategy  
**EXPECTED:** July  
**FROM:** Psygnosis



### SILVER

Take  the role of a knight in shining armour (shiny silver armour in case you we're wondering about the title) and hack and slash your way through numerous levels of broadsword-wielding bad guys.

**GENRE:** Adventure  
**EXPECTED:** June  
**FROM:** Ocean Software






### SENSIBLE SOCCER 2000

Everyone will know the name, but instead of the microscopic top-down view of old, GT have reworked this classic soccer sim for the PSX making it look every bit as at home as it did on the Amiga.

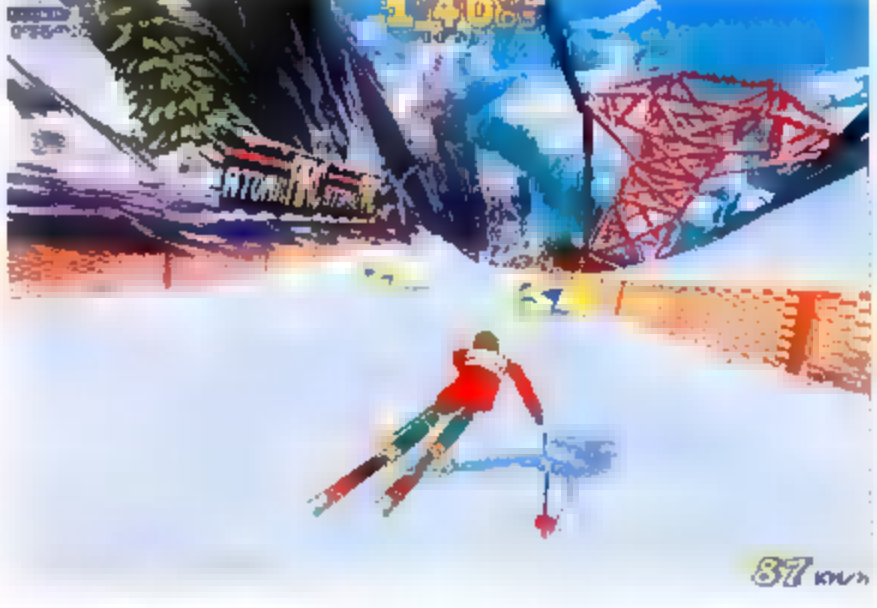
**GENRE:** Sports  
**EXPECTED:** June  
**FROM:** GT Interactive




### ONE

Having your arm lopped off might seem like  bad idea to most, but not so for the hero of  visually impressive action adventure. In place of a fully functioning arm, you've  missile spouting gun. Good swap, considering the circumstances.

**GENRE:** Shoot 'em up  
**EXPECTED:** February  
**FROM:** ASC



### SNOW RACER

Everyone's at it at the moment - snowy sports titles are the  rock and roll. Maybe. And Ocean's Snow Racer might have enough quirks to make it the best of the bunch (just check out our winter special in next month's PSPro).

**GENRE:** Sports  
**EXPECTED:** February  
**FROM:** Ocean Software





## VICTORY BOXING '98

The original was a semi-serious boxing simulation and good enough in its own little way if you took the time to stick with it, but the sequel has more options, fighters and hidden bits to convert the harshest critic.

**GENRE:** Sports

**EXPECTED:** June

**FROM:** JVC



## INDY 500

For those of you who love Formula One racing, but can't be doing with the technical aspects of it all, then this arcade Indy Car stormer should juice you sufficiently. Get ready for a full review next ish.

**GENRE:** Racing

**EXPECTED:** February

**FROM:** JVC



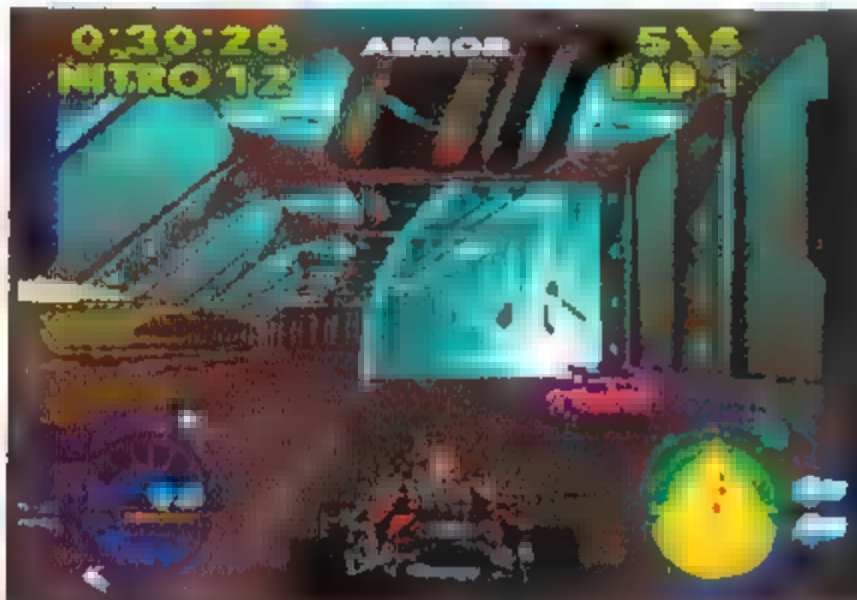
## WILD 9s

The guys ■ Shiny Entertainment have been working on this baby for months now and hopefully, it should be finished before next Christmas! Classic gameplay meets cosmic characters, ■ from the guys who gave us MDK and EWJ.

**GENRE:** Adventure

**EXPECTED:** June

**FROM:** Interplay



## RED ASPHALT

Technically, this ■ the old Super Nintendo title, Rock ■ Roll Racing, rehashed for the PlayStation market with eye popping visuals to match. Will it still have that old addictive charm? Wait and see.

**GENRE:** Racing

**EXPECTED:** March

**FROM:** Interplay



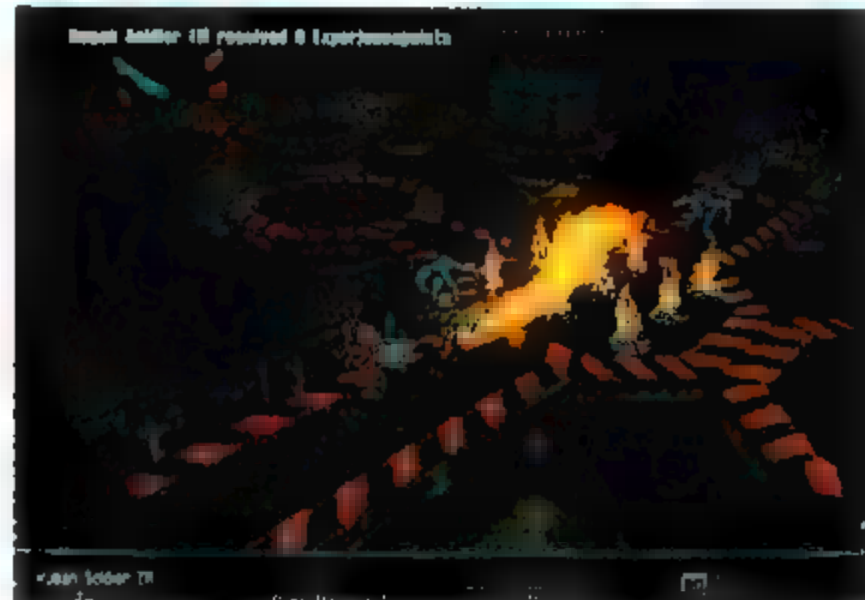
## CRIME KILLER

We previewed this one months ago, although it has still yet to ■ released. Hopefully they're ironing out the problems ■ tweaking the gameplay somewhat, thus giving us a Rage Racer-style Grand Theft Auto.

**GENRE:** Racing

**EXPECTED:** March

**FROM:** Interplay



## MESSIAH

Again, from Shiny Entertainment, this time around they've reworked the idea of MDK, but instead of a manic cone-headed trigger-happy assassin you have a fat little cherub. Why? We have ■ idea.

**GENRE:** Shoot'em-up

**EXPECTED:** September

**FROM:** Interplay



## CLAYFIGHTER EXTREME

This clay animation 'revolutionary' fighting game has taken its time moving onto the PlayStation, but due to the recent N64 release. Bad Mister Frosty and friends are all set for their PSX debut later this year.

**■■■■■ Beat'em-up**

**EXPECTED:** March

**FROM:** Interplay



## POWERBOAT

Imagine ■ Rapid Racer, Jet Moto, Wave Race hybrid and you're kinda there. The water's isn't as choppy, but the high speed racing action, combined with global race course and speed ramps make this ■ certain winner.

**GENRE:** Racing

**EXPECTED:** March

**FROM:** Interplay



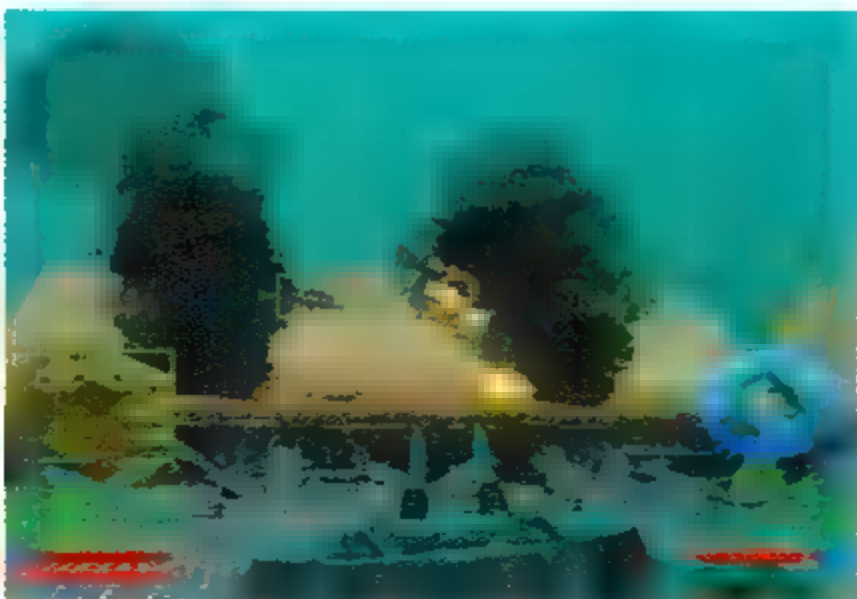
## CRITICAL DEPTH

Tigershark wasn't the best example of a good underwater action-packed shoot'em-up, and hopefully GT have sorted out the problems and have implemented them in this.

**GENRE:** Shoot'em-up

**EXPECTED:** February

**FROM:** GT Interactive



## STEEL REIGN

Sony's mission-based battle tank title has you bombing around destroying missile bases, radar sites and the like. Expect ■ full in-depth review of this 'Shellshock without the hip hop' title next month.

**GENRE:** Shoot'em-up

**EXPECTED:** February

**FROM:** Sony



## OPEN ICE

Imagine NBA Jam on an ice rink and you're kinda halfway there. This stapstick stick slapper offers the usual huge ■■■■■ heads and crazy scoring opportunities, plus ■■ abundance of varying modes of play.

**■■■■■ Sports**

**EXPECTED:** February

**FROM:** GT Interactive



## BUG RIDERS

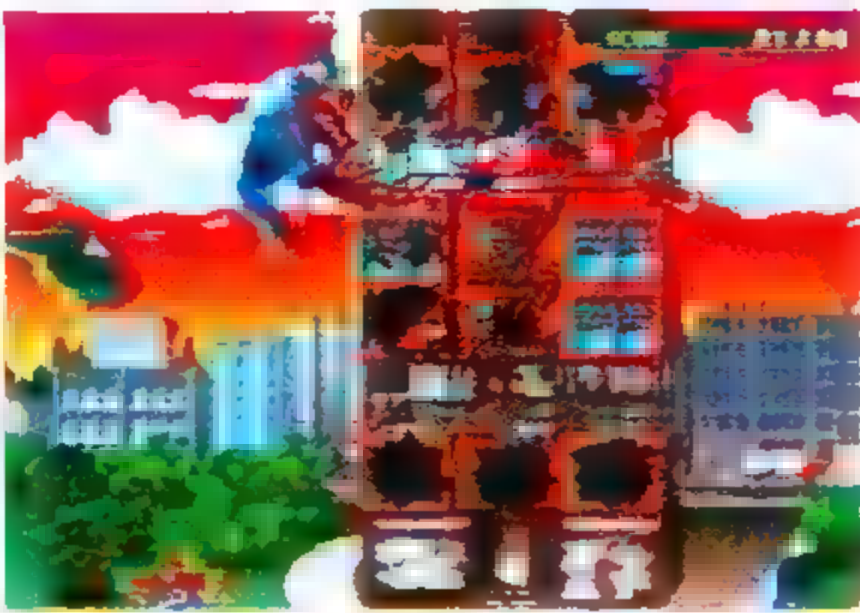
Just like Ronseal Woodgrain, this does exactly what it says on the tin: You ride bugs. Big ones at that. It's a sort of a bizarre Panzer Dagoon really, offering you loads of different riders and thrilling race tracks.

**GENRE:** Racing

**EXPECTED:** February

**FROM:** GT Interactive

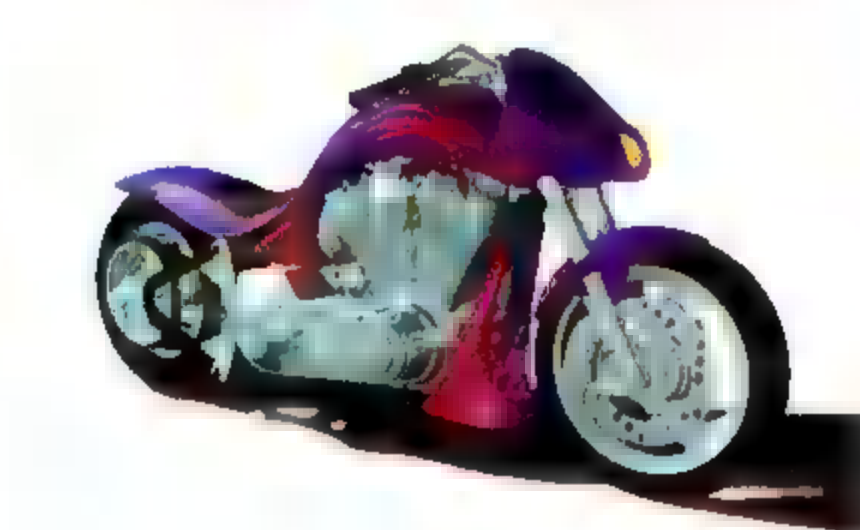




RAMPAGE WORLD TOUR

Yes, it's that old B Movie monster thing where you walk through cities and rip apart anything that gets in your way in exchange for points. Eat people, stomp cars and trash buildings – great stuff.

GENRE: Smash'em-up  
EXPECTED: February  
FROM: GT Interactive



ROAD RASH 3D

The old MegaDrive version was shit-hot, and although beter looking, the PlayStation debut was a bit arse. EA have taken this into concideration and have now (fingers crossed) ironed out the difficulties with this one.

GENRE: Racing  
EXPECTED: TBA  
FROM: Electronic Arts



GRAN TURISMO

What is currently being touted as the greatest driving game of all time has been a whopping five years in development. It offers you hundreds of real-life cars to choose from, numerous tracks to race on and the moon on a stick. Probably.

GENRE: Racing  
EXPECTED: April  
FROM: Sony



STREET FIGHTER COLLECTION

All of your favourite episodes from the past God-knows-how-many years of the Street Fighter series are all lovingly bundled together for the first time. Just as everything starts going 3D.

GENRE: Beat'em-up  
EXPECTED: April  
FROM: Capcom



X MEN: Children Of The Atom

Marvel's mutant army storm your console early this year with a Capcom-created treat for all, an obvious contender and sure fire winner for Capcom's other comic book title, Marvel Super Heroes.

GENRE: Beat'em-up  
EXPECTED: February  
FROM: Acclaim Entertainment



THEME HOSPITAL

Your chance to mess about as you attempt to run a big town hospital. Sim City-style. In-game hazards include curing patients of 'bloaty-head syndrome', building new wards and hordes of Elvis impersonators.

GENRE: Strategy  
EXPECTED: TBA  
FROM: Electronic Arts



SKULL MONKEYS

Steve Spielberg's Dreamworks outfit are the creative force behind this plasticine platformer, which is more than a little odd. The animation used is excellent and this is a must for review very soon indeed.

GENRE: Platform  
EXPECTED: February  
FROM: Fox Interactive



MASTERS OF THE TERA KASI

LucasArts are still putting the finishing touches on this much-awaited fighting bonanza, where players can battle numerous characters from the Star Wars universe, including Luke Skywalker and Boba Fett.

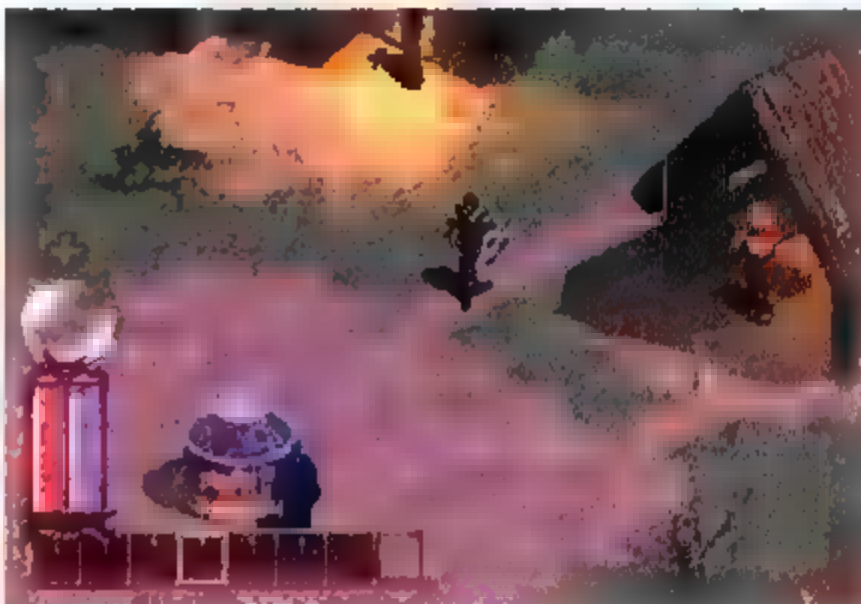
GENRE: Beat'em-up  
EXPECTED: June  
FROM: LucasArts



SPECIAL OPS

Army-related adventures giving you the chance to play 'Sarge' with your very own motion-captured military go-getters. A sort of 3D C&C, lovingly blended with a subtle dose of Tomb Raider-esque gameplay. One to watch.

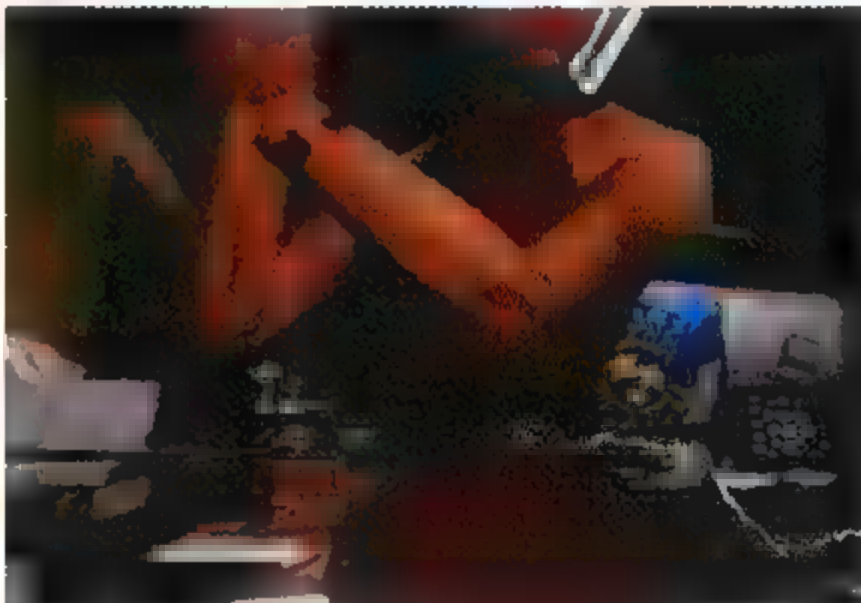
GENRE: Shoot'em-up  
EXPECTED: May  
FROM: BMG Interactive



DIABLO

Fantasy games are getting bigger and more popular as each month goes by and it seems as if everyone is trying to create something that will appeal to the legions of FFVII fans. Hopefully EA might have succeeded with this PC conversion.

GENRE: Adventure  
EXPECTED: March  
FROM: Electronic Arts



RESIDENT EVIL 2

You will know what this is. Capcom's horrorfest returns with better graphics, more blood and several million members of the undead all on a mission to suck out your eyeballs. This is going to be massive.

GENRE: Adventure  
EXPECTED: April  
FROM: Capcom

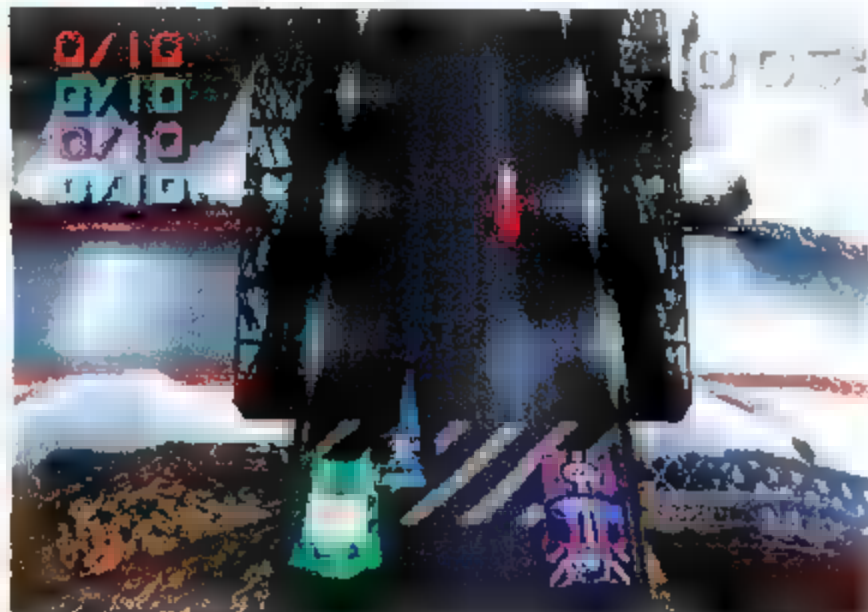


THE BLOODY ROAR



Transforming from a muscular meathead into a manic gorilla or a six foot Easter bunny may not be your idea of a serious beat'em-up, but this graphically stunning scrapfest is well worth keeping an eye on.

GENRE: Beat'em-up  
EXPECTED: February  
FROM: Virgin Interactive

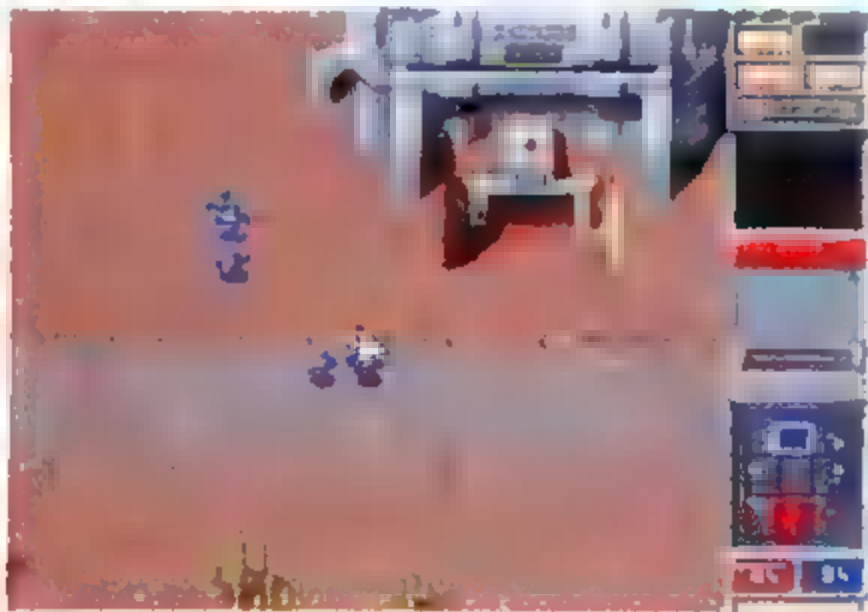




## CIRCUIT BREAKERS

You may know this better as Supersonic Racers 2  Supersonic 2XS. Either way it's had another name change and has been put on the backburner  Mindscape until March. Expect a full preview asap.

**GENRE:** Racing  
**EXPECTED:** March  
**FROM:** Mindscape



## 1

Imagine Command ■ Conquer with comedy drunken robots if you will, and you'll soon fall for the bizarrely titled, Z, and its numerous charms. No confirmation on a 18 certificate PSX version as of yet.

**GENRE:** Strategy  
**EXPECTED:** February  
**FROM:** Sony



## TOMMORROW NEVER DIES

You are James bond 007, secret agent, womaniser and all-round flash git on a mission that coincides with the latest in the long line of Bond movies. Top secret missions and incredible gadgets guaranteed!

**GENRE:** Adventure  
**EXPECTED:** March  
**FROM:** MGM



## SPAWN

Based on the movie (that in turn was based on the comic book by Todd McFarlane), *Spawn*, the leader of the Devil's army of the undead hits the PlayStation in this violent Tomb Raider-style fighting adventure.

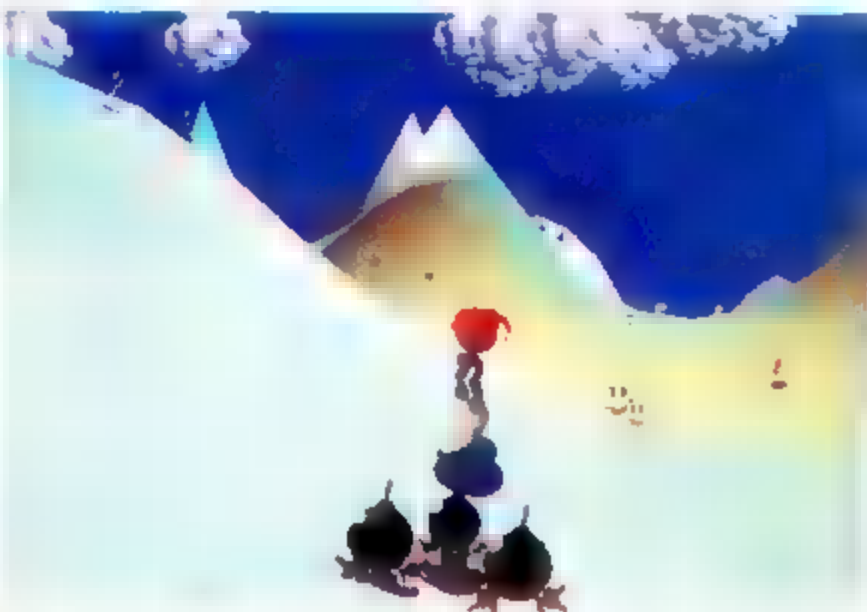
**GENRE:** Adventure  
**EXPECTED:** February  
**FROM:** Sony



## THE FIFTH ELEMENT

It doesn't take a brain surgeon to work ~~out~~ ~~that~~ this Kalisto developed title (they did Nightmare Creatures in case you're puzzled) is based around the film ~~and~~ the same name. Shoot Gary Oldman whilst wearing see-through pants. Great!

**GENRE:** Adventure  
**EXPECTED:** March  
**FROM:** Konami

**PSYBADEK**

Is it a platform game or is it a snow board game? Nothing is 100% certain right now as Psygnosis have been keeping this quirky-looking item under wraps since last year's E3 Expo. Give us more!

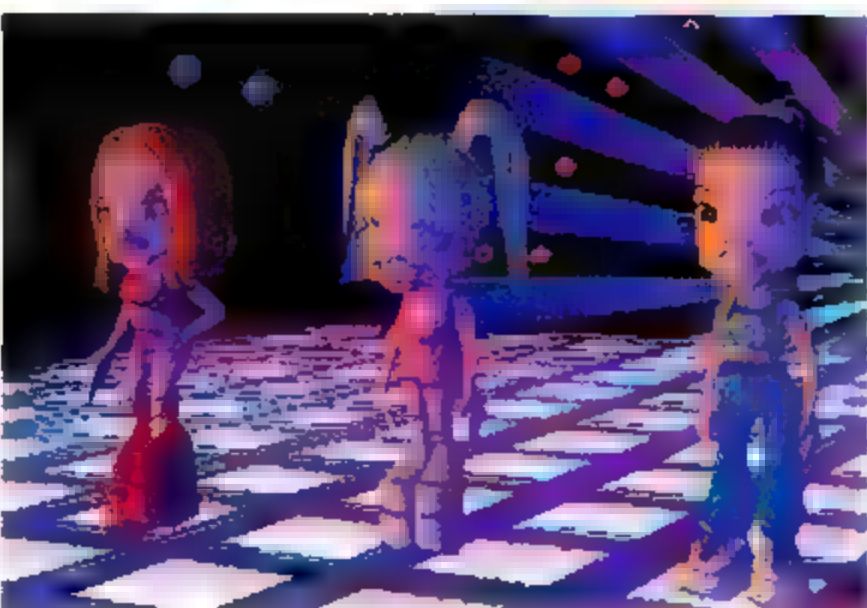
GENRE: Platform?  
EXPECTED: ~~XXXXXXXXXX~~  
FROM: Psynopsis



## WAR GAMES

As exclusively reported in last month's issue, this is based on the 10 year old movie of the same name and has the computer hacking kid working for the government on spy-related missions.

**GENRE:** Strategy  
**EXPECTED:** March  
**FROM:** MGM



## SPICEWORLD

More of a money maker for the girls than an actual game, Spiceworld lets you ~~watch~~ videos, ~~listen~~ to interviews, create your very own spice tunes ~~and~~ ~~look~~ back on the crazy career of the five most annoying people on the planet.

**GENRE:** Commercialised crap  
**EXPECTED:** February  
**FROM:** Sony



### THREE LIONS: England's Glory '98

The football season kicks off again and with it comes the inevitable onslaught of soccer titles. BMG's debut soccer experience is looking good at the moment, but it will have its work cut out for it later this year.

**GENRE:** Sports  
**EXPECTED:** April  
**BMG Interactive**



## BUSHIDO BLADE

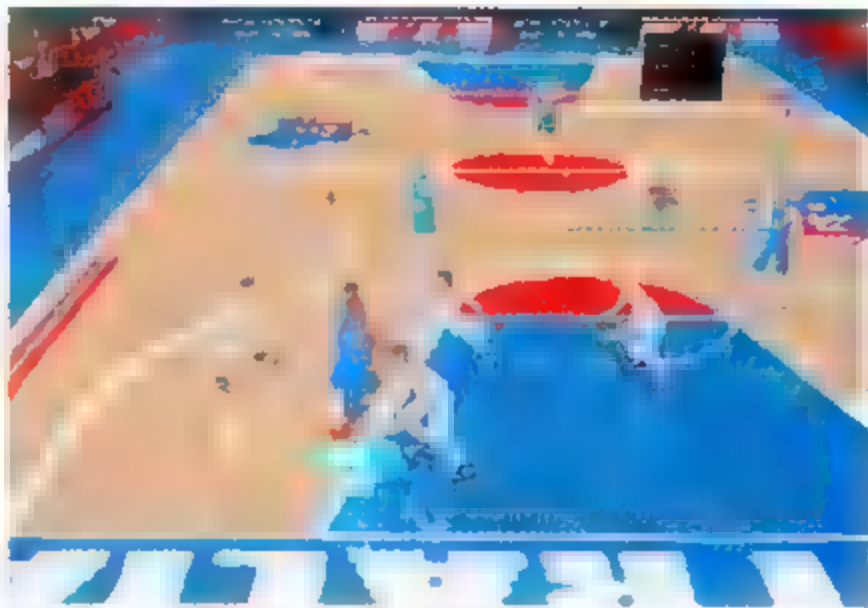
Not exactly *Soul Blade*, but a devilishly good sword fighting simulation nevertheless. But as players **can** get disqualified for 'dishonourable conduct', it's not simply a 'hack and slash' affair.

**GENRE:** Beat'em-up  
**EXPECTED:** February  
**FROM:** Squaresoft

**WARZONE 2100**

Real time strategy game that Eidos are billing as one of their biggest titles of 1998. Restore plague-ridden USA to its former glory, or alternatively, don't. Developed in Bath by Pumpkin Studios.

**GENRE:** Arcade Strategy  
**EXPECTED:** February  
**FROM:** Eldos



# WORLD LEAGUE BASKETBALL

American sports games certainly **are** popular with basketball and ice hockey ruling the roost. This offering is going to be up against it when it arrives, but it will all depend on whether the playability **is** enough to replace great graphics.

**GENRE:** Sports Sim  
**EXPECTED:** February  
**ASCii**





## XLR8

Futuristic racing seems to be the new trend amongst games developers and Europress Software, not content with their Rally title and arcade flight racer, they're gone ■ cyber on us with this crazy looking space race.

■ ■ ■ Racing

EXPECTED: August

FROM: Europress Software



## BROKEN HELIX

Using the voice of Evil Dead star Bruce Campbell, this involves international espionage and treachery deep inside the infamous alien-inhabited Area 51. Fade To Black meets Men In Black? Let's hope so.

GENRE: Adventure

EXPECTED: March

FROM: Konami



## HARDCORE 4x4 2

From the creators of One comes this off-road racer that's boasting vast improvements ■ the original. The question is though; has it got what it takes to overtake the likes of Test Drive Offroad and Monster Trucks?

■ ■ ■ Racing

EXPECTED: TBA

FROM: ASC



## WORLD LEAGUE SOCCER

Eidos' Soccer '97 remains a PSP office favourite and their '98 remix, although looking like ■ completely different game, will certainly have all the charm and playability to make us fall in love all over again.

GENRE: Sports

EXPECTED: May

FROM: Eidos Interactive



## REBOOT

The Silicon Graphics cartoon show was an obvious choice for ■ videogame conversion, but this attempt from EA has taken its time. Hopefully the finished product ■ be ■ impressive as the show its based ■.

■ ■ ■ Platform

EXPECTED: TBA

FROM: Electronic Arts



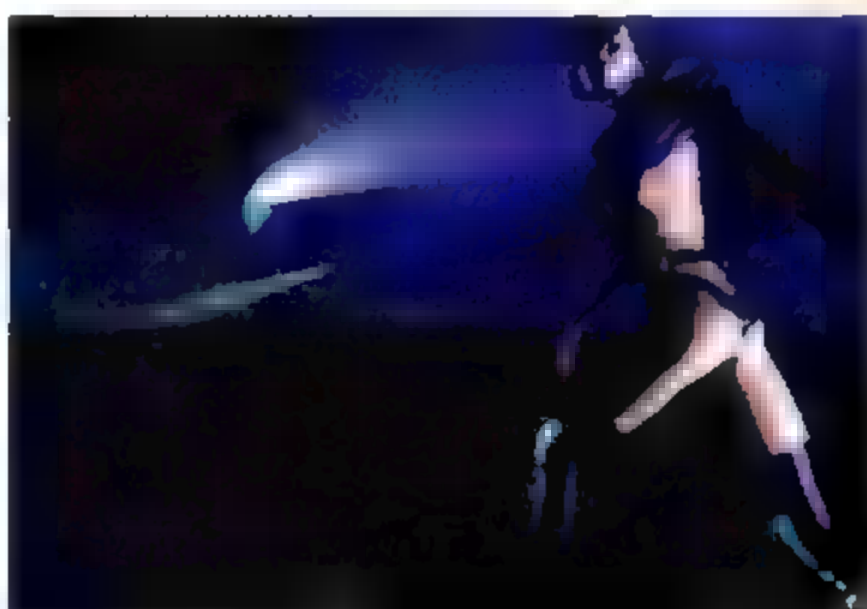
## RAYMAN 2

One of ■ first platform titles to hit the PlayStation over two years ■, this ■ still selling well today, thanks to the Platinum Range. 1998 sees Rayman return with ■ bigger, better and brighter sequel.

GENRE: Platform

EXPECTED: TBA

FROM: UBISoft



## AEON FLUX

This interactive version of MTV's scantily-clad cyber-babe cartoon series has been available on import for a while now, but ■n official UK release has again been subject to rumour and whisper.

GENRE: Adventure

EXPECTED: TBA

FROM: Mindscape



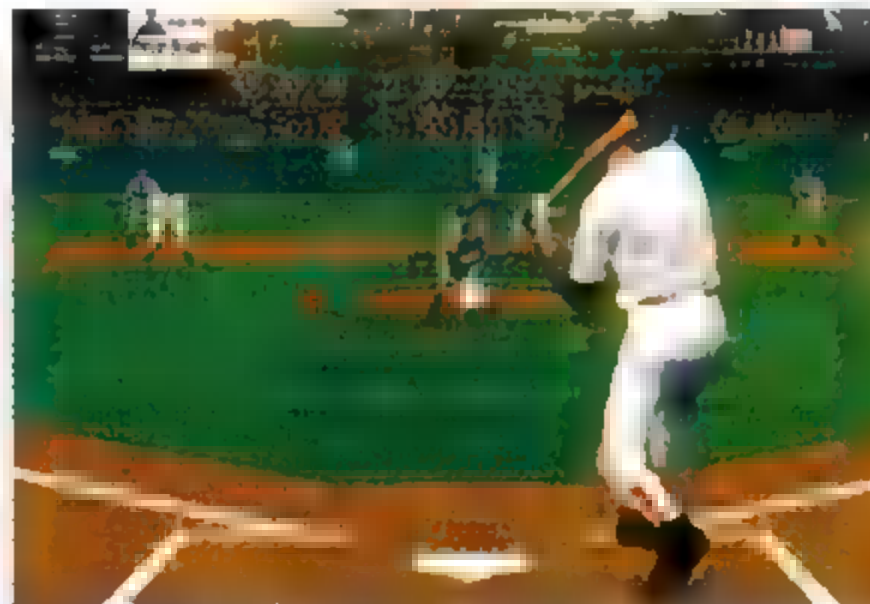
## CHILL

This has been cancelled and canned, but now its back on Eidos' release schedule and joins the queue of other similar snow-related titles coming your way before the summer. More details on this one next month.

■ ■ ■ Sports

EXPECTED: March

FROM: Eidos Interactive



## HARDBALL 5

Baseball isn't as popular ■■ here as it is ■ America (or Japan for that matter) yet this looks likely to get a PAL conversion later this year. Will this be the one to convert ■ all? Let's hope ■.

GENRE: Sports

EXPECTED: TBA

FROM: Mindscape



## KING'S FIELD 2

Although the graphics are somewhat basic (as with the original) this reworked sequel should have all the nice little touches that made the first game so playable, despite it's ugly exterior.

GENRE: RPG

EXPECTED: TBA

FROM: Sony



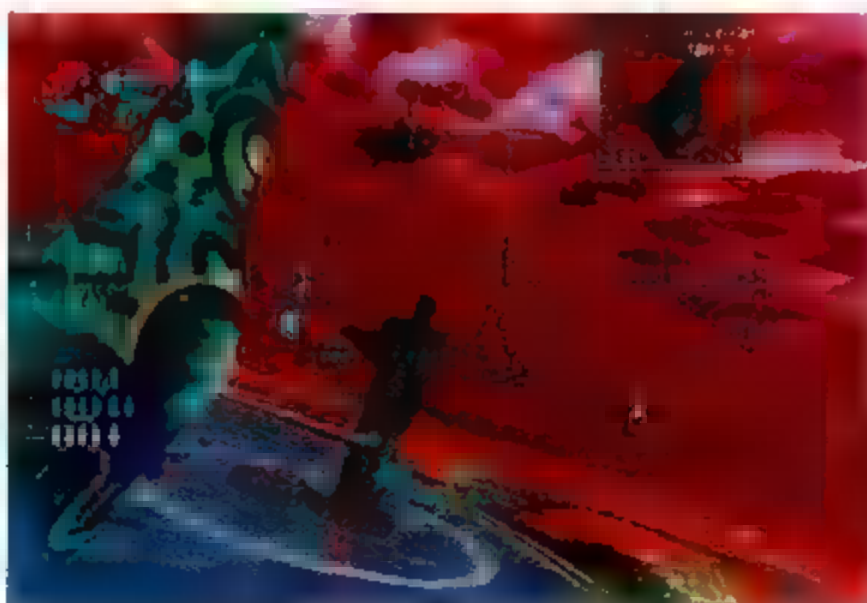
## INTERNATIONAL RALLY CHAMP

Europress have always churned out quality rally driving simulations for the PC over the years, and now their concentration ■■ turned towards the PlayStation. If their track record ■ anything to go by, this should be awesome

GENRE: Racing

EXPECTED: April

FROM: Europress software



## XENOCRACY

If you liked Colony Wars, Darklight Conflict and the Wing Commander series, then you'll spout plasma like a trigger-happy space cadet when you get your mucky paws on this long-awaited space blaster from Grolier.

GENRE: Shoot'em-up

EXPECTED: March

FROM: Grolier Interactive



# MOST WANTED:



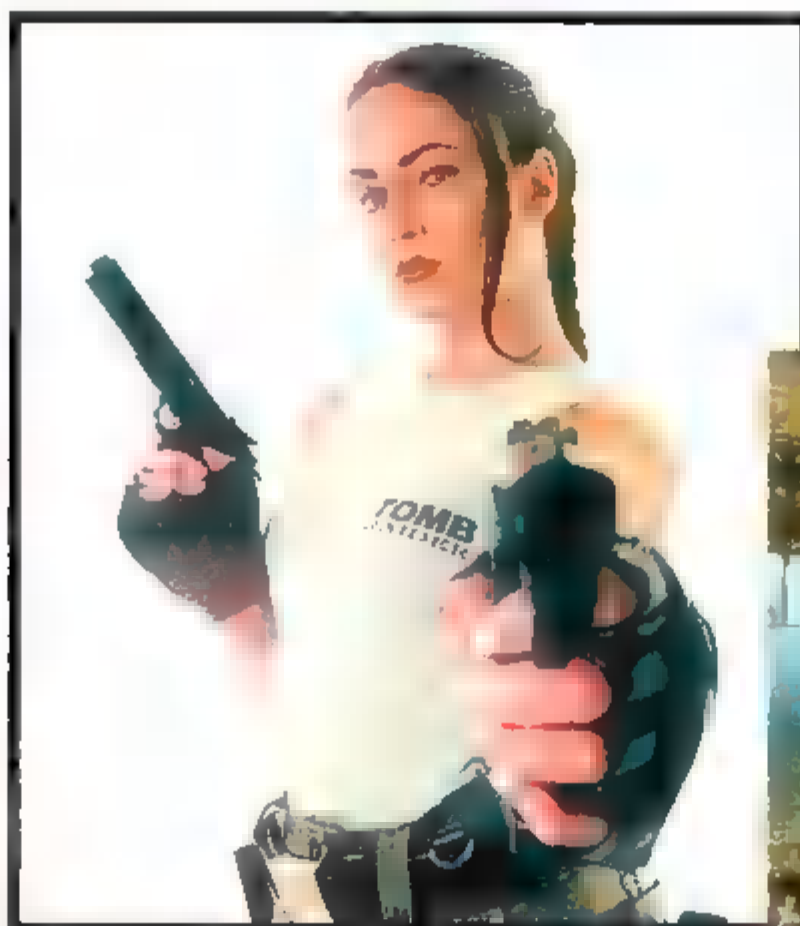
*Not technically confirmed for '98, but we thought that the following four titles are the ones you greedy lot want to get hold of first. so listen up developers! Pull your fingers out and your socks up and pay attention to our want list...*



## MORTAL KOMBAT 4

Finally ■ get MK3D. After years of waiting for the ■ to get with it and grab some polygon clothing. Midway have seen the light and taken your favourite finishing move fighters kicking and screaming into '98.

**GENRE:** Beat'em-up  
**EXPECTED:** June?  
**FROM:** GT Interactive



## TOMB RAIDER 3

Will Lara make a return? We bloody hope so!

**GENRE:** Adventure  
**EXPECTED:** December?  
**FROM:** Eidos Interactive



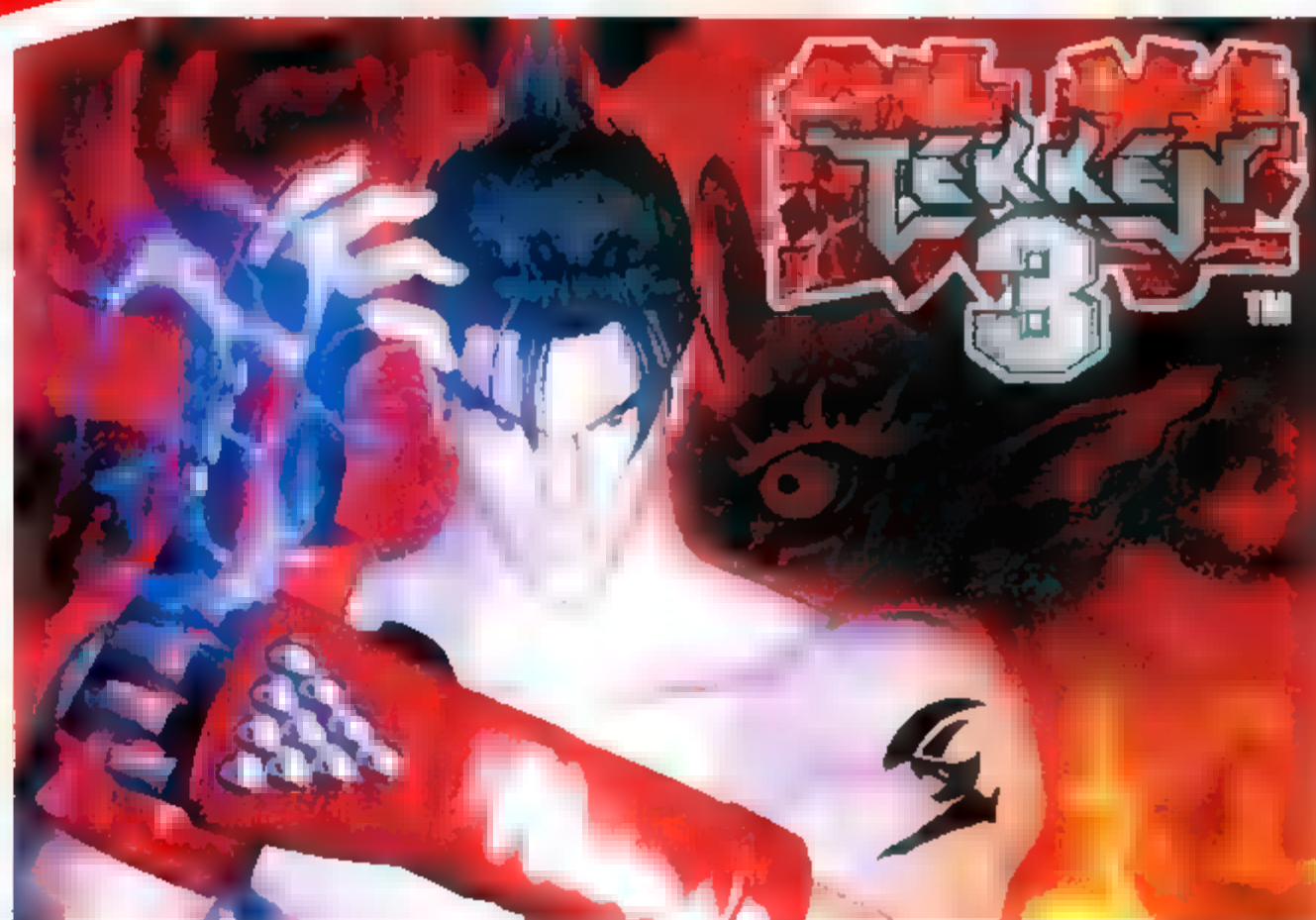
# CLASSIFIED



## V RALLY 2

The hottest driving game of last year is set to make ■ welcome return this summer, offering players more tracks, cars and quirky options than ever before. Will the four player mode stay in this time around? Let's hope ■.

**GENRE:** Racing  
**EXPECTED:** June?  
**FROM:** Ocean Software



## TEKKEN 3

Tekken 2 is brilliant. We all know that, but the third part of the series is bigger, better, brighter and packed to the rafters with numerous new fighters, extra special combos and secret moves. Namco are keeping the PSX conversion under wraps at present, but believe us, this baby is gonna be massive!

**GENRE:** Beat'em-up  
**EXPECTED:** July?  
**FROM:** Namco





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# IT'S NOT FOR WIMPS



# He who cheats wins

*If at first you don't succeed... Sod it! Why spend fruitless hours bashing your stick when your favourite magazine has done all the hard work for you? Read on and cheat*

## Hints & Tips



### FIGHTING FORCE

Invincibility and level select: At the main screen hold **← + ▀ + L1 + R2** until 'cheat mode' appears at the bottom of your screen. Quickly choose options and you can enable invincibility or start on any level. Pretty darn handy.

### TEST DRIVE 4



When you set a record for a race, enter your name as **KNACKED** or **SAUSAGE** and you will receive four new cars including a Dodge Daytona and a TVR plus a new track.

### ACE HUNTER 2

Lock viewpoint: during replay, hold the 'map' button.  
Change mission map viewpoint:



the mission selection screen, put the cursor over 'mission' and hit select for three different viewing angles.

View the backside of the analogue stick: In the key configure screen, hit the select button to see the backside of the right stick.

### MAFIA HUNTER

Just to get things moving along nicely for all you trigger happy sickos out there, here's a collection of passwords to make your life much simpler:

Demo Droids: **DEMODROIDS**  
Unlimited continues: **URANUS**  
One hit kills: **GRIMREAPER**

### G-POLICE

Psygnosis consistently deliver the games what we want and for those of you craving codes for this futuristic romp, here they are:

**KJ0XAAAA**  
**UIXZAAAA**  
**MKFHKKRFAA**  
**WHLTMIAA**  
**YITSRFAA**  
**UWCQAAAA**  
**MYKXQFAA**  
**YIOQMIAA**  
**CJWGRFAA**

### STREET FIGHTER EX PLUS ALPHA

To obtain a mini game highlight the practice option and then press start. Now press **▀ ↑ ▀ ↑ → ↑** and then **start**

again. You can now select the bonus option under practice mode and can play the barrel game from Street Fighter 2.

### ROSCO MCQUEEN

Sony's very own soak'em-up has more levels than most with you needing to make good your progress through choking fumes and huge blazes.

The floor codes are:

Laundry 2: **FLUFFY**  
Laundry 3: **SWEATY**  
Auto 1: **HOTROD**







## Y-RALLY

These new cheats for Ocean's car stormer have recently come to light so we thought it only fair to share them. When the Infogrames logo pops up on your screen, quickly press **↑ ▮ ▲ ● ↑ ▮ ▲ + ●**. Get this right and the word "lockoff" will appear in front of your very eyes. Once you've done this, any of the following codes will alter the game in the following extremely groovy ways! Thank you very much.

- ▮ **+L1** - Unlimited Time
- ◀ **+L2** - Narrow Tracks
- ◀ **+R2** - Infinite Continues

## Arcade Mode

- ◀ **+L1+L2+R1+R1** - All of the above

If you fancy racing in the Toyota Celica, then you must first complete the Arcade and the Championship modes on Ace level. Now race Corsica on Time Attack and get a lap time of under one minute. You should now notice that the barrier on the left hand side has gone, revealing a road. Simply go down here to collect your brand new, shiny Celica.

## TIME CRISIS



The Namco light-gun masterpiece is shifting quicker than a speeding bullet and looks set to be a must for anyone with an ounce of common sense.



To get a simpler game, select the story game on the game select and you'll see the time attack or story mode options. Shoot away from the screen and then shoot the story mode option. An easy option will appear to help you out.



## THE CREATURES

Enter this code on the password screen when you begin a game and you will have the following options:

- Unlimited hearts
- Power-ups/Weapons
- Level select
- Play as a monster

◀ ↑ ▲ ↓ ● ▲ ▮ ↓

## ABE'S ODYSSEY THE SECRET AREAS

**Secrets 1** is on the very first screen of the game. Get yourself behind the barrel and press down. You will need a grenade to successfully complete this secret so you'll need to come back after finding the boom machine.

**Secret 2** is the big barrel next to the sleeping guard. When he wakes up possess him. Make him run to the right until he can kill the other sleeping guard by the elevator. Yell "look out" for extra fun then waste him when he wakes up.

**Secret 3** is where you pull the lever to open the trap door and make the Slig fall in. After you dispatch the Slig pull the lever again and jump into the hole before the trap door shuts. This is tricky and may require several attempts.

**Secret 4** is where you pull the rope handle. Do the same thing and jump in the hole before the door shuts. Another fast and tricky jump.

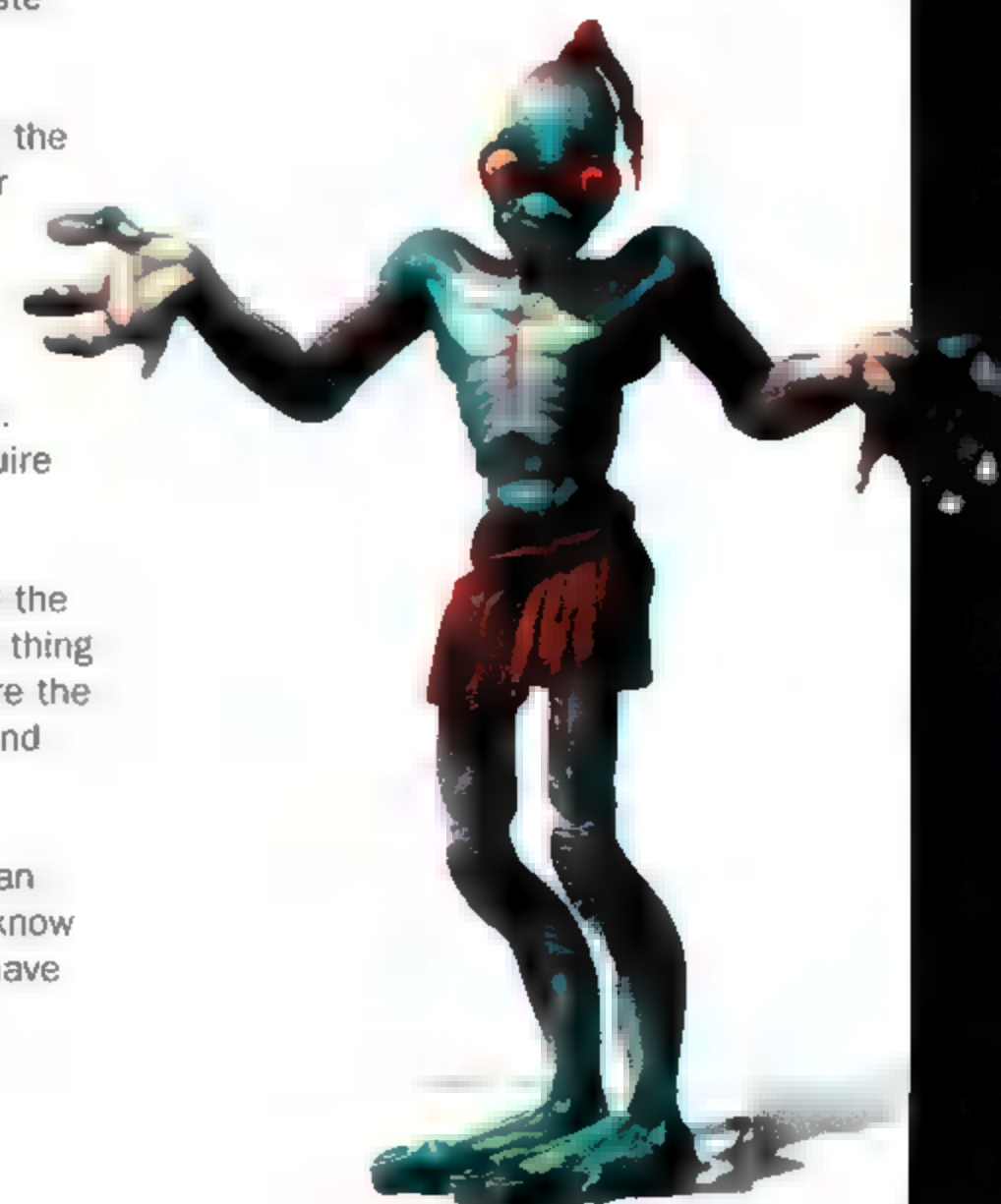
There are more, but you can now find those since you know how the game designers have hidden their secrets.

Some other hard to find Mudokens: There are two workers hiding in the shadows you yourself hide in. When you are completely hidden in each shadow say "hello."

If you hear a reply then say "follow me" and lead them to the nearest portal.

Near the long elevator at the end of the level go to the top with a grenade. Get in the middle of the ledge and crouch and throw grenade to the right. That should kill the guard sleeping on the small ledge.

Ride down to make sure then go back up and jump off to the right. You'll land on the ledge. Duck and roll carefully into the next room to avoid the grinders. Standing jump for the first one and a timed roll through the other two. Continue rolling to the next screen and free the last three Mudokens.



- Auto 2: **GREASE**
- Auto 3: **BIGEND**
- Harold's 1: **SMELLY**
- Harold's 2: **WIDETV**
- Harold's 3: **PILLOW**
- Leisure 1: **TRICEP**
- Leisure 2: **MOTION**
- Leisure 3: **HIPHOP**
- Residential 1: **KENNEL**
- Residential 2: **BARREL**
- Runaround: **SPLASH**

## RACER

Enter these codes on the title screen with controller 1 and your biking problems should be a thing of the past.

Pocket Bike Mode:  
**↑ ↓ R2 L2 ↓ ↑ L1 X**

Reverse Mode:  
**← → ← → ▮ ●**  
**R1 L1 ▲ X**

Night races:  
**↑ ● L1 ↓ ▲ L2 ▮ ← R1 X**

Ultra boosted bike:  
**↑ ↑ ↑ ▲ R1 ▲ R2 ↑ ↑ X**

Enable all 10 tracks:  
**↑ ↑ ← ▮ ↓ ↓ ▮ R2 ▲ X**



# Colony Wars

*Galactic warfare has broken out in the PSP Pro offices thanks to this superb game. But it has proved tricky, so here's a handy guide for all you budding space cadets*

## Strategy Guide

### GENERAL STRATEGIES

Experiment with your views and change them according to the situation faced.

The internal views are more favourable for

general dogfighting, whilst the external view is best for attacking the larger battleships and installations.

Learn to ■■■ your navigation aids as soon as possible. Radar dots have two modes – hollow and full. ■ hollow dot represents a craft/installation is behind you, while ■ full dot represents a target is in front of your craft.

The circle and arrow in the centre of the screen displays the direction of the nearest enemy craft.

Craft lights ■■■ colour coordinated and can be used to distinguish between different craft (especially when they're far off). These include:

Green	–	League fighters
Cyan	–	Navy T-9 Tornado (Scout)
■	–	Navy T-5 Avalanche (Strike)
Red	–	Navy T-45 Thunderchild (Interceptor)
Amber	–	Navy T-57 Blizzard (Heavy Support)
Magenta	–	Navy T-29 Stormlord (Bomber)
White	–	Escape pods/APC's (both sides)

A few handy tips to remember:

- Try to attack battleships and installations using attack runs, constantly weaving. As you pull out of the run ■ rear view to help dodge laser fire.
- When attacking battleships and installations give yourself room to pull out as your craft will drift as you turn to withdraw and may result in ■ costly collision. Note: each craft has its own handling dynamics and pull-out distances vary between the different craft.
- Always try to use mines to distract incoming missiles.
- Never sit still! Especially near battleships – they'll target you with their beam lasers.
- Conserve missiles and torpedoes for the toughest and most troublesome targets.
- Be careful when following a target which is attacking ■ battleship/installation that you are defending. Using wide burst weapons may result in damaging your own side's hardware, effectively ending your mission.
- Missiles and torpedoes may be fired in a straight line with a double press.



### PRIMARY WEAPONS:

#### LASERS

Lasers are the standard weapon in the Colony Wars universe and come in single, dual and triple configurations. Lasers are good for damaging the hull of ■ unshielded target, but only cause limited damage against shields.

#### ANTI-SHIELD LASERS

Like standard lasers, AS Lasers can be found ■ three

configurations. However, unlike standard lasers, AS lasers cause full damage to ■ target's shields, but don't damage the targets hull at all.

#### ELECTRO-MAGNETIC PULSE ■■■

EMP guns are used to damage a target's sensors and electrical systems. The target craft will then have all its systems (except life support) shut down. EMP guns are best employed to capture other craft or to combat fast moving targets.





## PLASMA CANNONS

Plasma Cannons are unique in that they're the only weapon to simultaneously damage both ■ target's shields and hull with approx. half of the shield damage carrying through to the hull. This makes the Plasma cannon the perfect weapon for attacking battleships and installations. However, the weapon can prove a little slow and unwieldy for dogfighting with faster moving craft.

## SCATTER

The Scatter Guns offer the fastest rate of fire of any weapon in the Colony Wars universe. A side-effect of this is that the weapon's bolts are spread slightly, but this makes it the best weapon for engaging fighters as the sheer number of bolts and spread of fire blanket the target.

## SECONDARY WEAPONS:

### MOVING MISSILES

Motion Missiles are a powerful yet unpredictable weapon. The missile homes in by tracking the target by its velocity. Therefore, if the target is moving slowly the missile's targeting systems may lose the target and fly off harmlessly.

### ANTI-SHIELD MISSILE

The Anti-Shield Missile is an excellent dogfighting weapon. This weapon allows you to strip a craft of all/most of its shields and then quickly follow up with a powerful hull damaging weapon to finish the target off before it can escape.

### TRACKER MISSILE

The Tracker Missile is a less powerful, but more reliable version of the Motion Missile. This weapon has ■ much greater accuracy as it locks to the targets engine signature.

### STUN MISSILE

The Stun Missile has the same functionality and purpose as the EMP gun and is used to attack ■ targets sensors and electronics. This will leave the target motionless and defenceless for other missile and gun weapon attacks.

### ANTI-SHIELD

The AS Torpedo can be considered as a much more powerful version of the AS

Missile and is used for inflicting great amounts of damage to battleships and installation. The downside of the torpedo is it is manually fired and does not lock to the target, instead firing straight out in front of your fighter craft.

### PLASMA TORPEDO

The Plasma Torpedo is another powerful anti-battleship weapon. Like the AS Torpedo, the Plasma Torpedo has no homing device and is fired manually out in front of your chosen craft.

### BURST TORPEDO

Similar in design to the other torpedo weapons, the Burst torpedo is again manually fired and doesn't home in on ■ target. However, the Burst torpedo is triggered by a distance fuse which detonates the torpedo after impact ■ once ■ set distance has been reached, showering all nearby targets with deadly bolts.

### MINE

Mines are used to confuse missiles and are fired by switching to rear view and pressing the secondary weapon button.

### GRAPPLE

The Grapple Gun can be thought of as a mini tractor beam and has two purposes. The first ■ as ■ tow cable for rescuing stranded and cripple craft. The second is more offensive, with the weapon being used as a grapple to restrict the movement of ■ target fighter.

## FIGHTER GUIDE:

### SCOUT (T9 & F5)

Fast moving but lightly armed, the Scout generally proves more of an annoyance than ■ serious threat. Stun missiles or EMP guns can be used to make these an easier target.

### INTERCEPTOR (T45 & F4)

Interceptors can be fierce fighters and are usually found helping to protect other craft/installations. The fast and manoeuvrable Interceptor attacks with dual lasers and AS lasers and should be taken out before you attempt to attack the primary target.

### STRIKE (T5 & F9)

Strike craft are slightly less

manoeuvrable than their nemesis the Interceptor, but more make up for this with a heavier and more offensive weapons payload. The Strike's primary weapon is the powerful scatter gun which should be avoided at ■ times.

### BOMBER (T29 & F7)

The Bomber is the most heavily shielded and armoured of all fighter craft. However, ■ is not a very manoeuvrable craft and suffers from a lack of weaponry. Its primary role is to attack battleships and installations. Therefore, Bombers should be taken out as soon as spotted, before they can inflict heavy damage or destroy League hardware.

### HEAVY SUPPORT (T57 & F11)

The Heavy Support craft ■ the mightiest of fighters and is a cross hybrid of bomber and strike craft. These slow but powerful craft are equally at home engaging battleships or fighters. Try to make the Heavy Support craft your first target to avoid them causing serious damage to League units, or the possibility of one getting on your tail.



## WALKTHROUGH:

### A NEW THREAT INITIAL DUTY ACT 1 MISSION 1

You start this mission facing a starport which is coming under fire from two attacking enemy scout ships. Also in danger of attack are a number of civilian craft which have docked around the starport. These craft are likely to hinder you more than anything as their size and docking positions guarantee the likelihood of a friendly fire incident.

### A NEW THREAT ATTACKING THE CIVILIAN TRANSPORT ACT 1 MISSION 2

As this mission starts, three Navy strike craft will approach the League civilian transporters before attacking. It is best to approach the enemy fighters

and engage them first before they have chance to attack the convoy. After a couple of enemy fighters have been destroyed, a formation of Navy bombers enter the fray via a jumpgate which opens toward the rear of the transporters. Again, it is advised to destroy these ships before they get within attacking range of the League craft because Navy bombers have enough fire power to rip apart ■ small convoy single-handedly. A wingman accompanies you in this mission, but he shouldn't be relied upon to clear up the Navy aggression on his own.

### A NEW THREAT THE NAFT THREATENS ALLIANCE ACT 1 MISSION 3

The destruction of the two Navy Scout craft which approach your ship at the start of the mission trigger the decloaking of ■ Navy frigate behind the allies' prison ship. This decloaking signals the release of the Navy prisoners (via escape pods) from the League craft. The now uncloaked Navy vessel will begin tractoring in the escape pods one by one. You must either attempt to destroy the Navy frigate (our preferred option) or destroy all escape pods before the enemy vessel has chance to tractor one into its docking bay.



### THE TERRIFIED PLANETS WALKTHROUGH THE PLATFORM ACT 2 MISSION 1

Your priority task in this mission is to disable the Battle Platform which sits on the lip of ■ giant warphole. Navy Fighters are launched into the mission from the platform itself, but destruction of the platform will result in mission failure so try and direct fire away from it. Once the fighters have been removed from the mission the best way to attack the platform is to head straight toward it (rolling the ship as you go) with EMP guns blazing. Just before you are about to collide, pull up



and hug the surface of the platform occasionally dipping the nose of the ship so shots hit its surface. The mission isn't completed until the Platform has been fully disabled.

#### **THE TERRIFIED PLANETS REGROUPING FOR THE PLATFORM ASSAULT ACT 2 MISSION 2**

You are given approximately one and a half minutes to disable the Battle Platform before League APCs are launched from a waiting frigate nearby. Using the same procedure from Act-2 Mission-1, attack the platform with your EMP guns making sure that once the installation is fully disabled you get back to the waiting frigate as soon as possible. Your task is now to defend the launched APCs.

At about the same time that the first APC is launched, a jumpgate will open and spew forth a number of Navy Interceptors, but ignore these for now. It is usually best to position your ship above and behind the APC you're defending and watch out for any incoming attack by regularly using the reverse view. Never be tempted to leave the APC as the enemy have a nasty habit of distracting the player while other enemy fighters go in for the kill on the unprotected League vessel.

#### **THE TERRIFIED PLANETS ATTEMPTING TO SECURE GALLONIGHER ACT 2 MISSION 3**

This mission starts with the enemy platform already disabled, but fighters have entered the mission and threaten you from the start. It is again your job to protect the League APCs (launched from a frigate) so refer to the notes on Act-2 Mission-2 for help.

#### **THE TERRIFIED PLANETS SAVING THE BATTLE PLATFORM ACT 2 MISSION 4**

The first message you receive in this mission tells you that an enemy frigate is approaching, but the frigate itself doesn't appear for a short while. In the meantime you must engage a couple of enemy fighters. Conserve missiles and attempt to destroy the ships using only your lasers. When these ships

have been destroyed, a Navy frigate will decloak in the distance and approach the Platform. The Navy frigate only stops when the League frigate engages it with beam lasers.

At this point the enemy frigate will launch Navy strike craft at the you which you must take out while also attempting to destroy the frigate. You must destroy the enemy frigate before it destroys the League frigate and rams the battle platform.

#### **THE TERRIFIED PLANETS CLOSING THE WARPHOLE ACT 2 MISSION 5**



At the beginning of this mission three Navy bombers enter through the warphole and attack the player. As these are one of the game's slowest small craft, use the plasma cannon to take them out and conserve your missiles for later on. Eradication of these bombers will bring a Navy cruiser through the warphole which will launch Interceptors and attack the battle platform.

Attack the cruiser using missiles (remembering that you don't need to obtain a lock) and scatter lasers. If there are any enemy fighters remaining once the cruiser has been taken out. Destroy these to complete the mission

#### **WASTED AND DRAINED THE NAVY TURNS DIOMEDES ACT 3 MISSION 1**

In this mission the player must destroy four Sirens which endanger a League frigate which will emerge from a nearby warphole within two minutes. After a couple of seconds into the mission a couple of Navy fighters will stumble into the battle from a jumpgate which will open in your vicinity. You should ignore these ships and concentrate on the destruction of all Sirens as it is all too easy to be distracted by the enemy craft allowing the League frigate to be tractorbeamed into the nearby minefields. After the frigate

emerges from the warphole, Navy strike craft will target her for attack, so it's best to stick close by the vessel when it makes an appearance.

#### **WASTED AND DRAINED THE THREATENED FRIGATE ACT 3 MISSION 2**

At the beginning of this mission it's advised that the player fly around the minefield rather than through it as death is a common occurrence to pilots who attempt to navigate it. The stranded frigate on the other side of this field has been pinned down by a couple of Navy Sirens which don't really do anything in particular, but must be destroyed in order for the craft to continue on its journey. When both Sirens have been taken out, you'll see two Navy frigates decloaking either side of the fleeing League ship and attempt to block its path to freedom. Destruction of the Navy fighters (launched from the frigates) is the priority in this mission as successful clearance of these ships causes the Navy frigate (which is blocking the League crafts escape route) to dive into a jumpgate and vacate the area.

#### **WASTED AND DRAINED A BATTLE IN THE SYSTEM ACT 3 MISSION 3**

The goal of this mission is to destroy the Navy APCs (which are launched from the arriving frigate) as quickly as possible before they have chance to dock with the waiting destroyer on the other side of the asteroid field. It's advised that you keep well clear of both fleet craft and wait for the APCs to approach you. The launched APCs have no weapons and should not prove problematic, but the frigate will launch two scout craft which will attack you, so it's best to take these out as quickly as you can.

#### **ALL OR NOTHING DIOMEDES ACT 4 MISSION 1**

In this mission your task is to tag all nine enemy fleet craft with Mole missiles before they have chance to escape. There is absolutely no margin for error on this mission as any mistake will result in the craft escaping. Do not attempt to engage in combat with any enemy fleet or fighter craft as

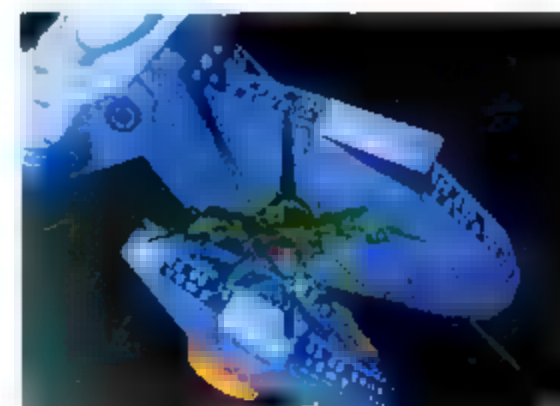
precious time will be lost. Use the reverse view to observe incoming enemy fire and use the radar to see which craft you have tagged.

#### **ALL OR NOTHING DIOMEDES THE THREAT OF DARKNESS ACT 4 MISSION 2**

Firstly, destroy the enemy fighter which is wandering aimlessly in front of your ship. Soon a crippled Navy frigate will emerge from a jumpgate nearby and speed off towards an enemy starport in the distance. The enemy vessel has had its weapon grid damaged and is unable to attack, so pursue the frigate until it reaches the starport.

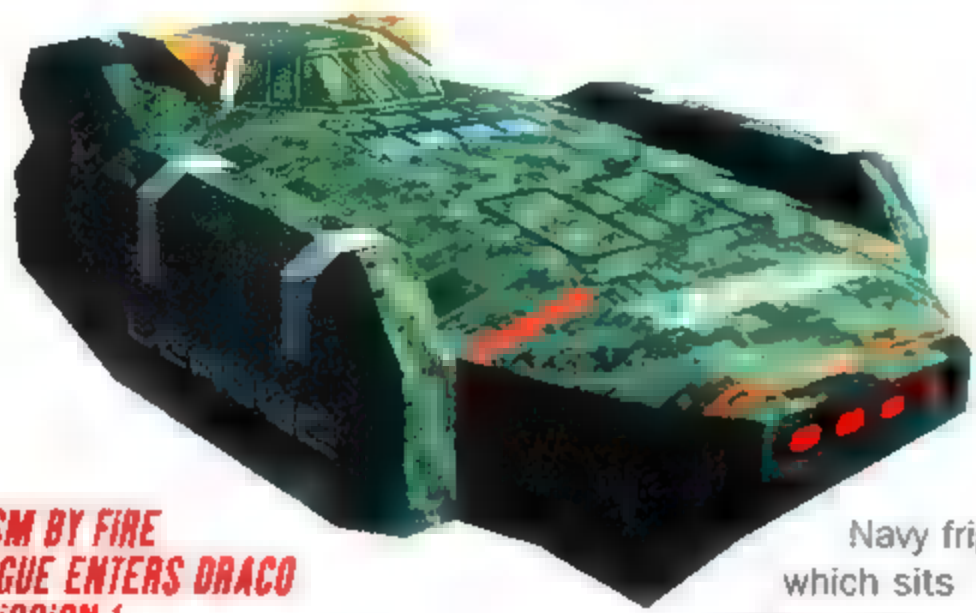
Any fighters which may have been launched by the frigate after emerging from the warphole will have caught up with you by now, so it's best that these are taken out as soon as possible. After the frigate docks with the starport its weapons system will be repaired after a short time and the ship will attempt to leave the area, so inflict as much damage as possible (using torpedoes) within this time.

#### **ALL OR NOTHING HOLDING OFF THE ENEMY ACT 4 MISSION 3**



The player must prevent any APCs (launched from the circling Navy frigate) from docking at the League battle platform. Your wingman in this mission should take care of any defending fighters which accompany the enemy APCs, leaving you to concentrate on the APCs themselves. Attempt to destroy the enemy craft using lasers only and keep hold of your missiles for later on in the mission. Do not attempt to attack the APCs just after launch as the frigate they have launched from is likely to dish out lots of damage. When all APCs have been destroyed, you must destroy the Navy frigate itself, so now is the best time to use those missiles.





Navy frigate which sits behind has

### **A BAPTISM BY FIRE THE LEAGUE ENTERS DRACO ACT 5 MISSION 1**

The three Navy tankers in the distance must be destroyed before they are able to reach (and dock at) the enemy starport. Two Interceptors patrol the immediate surrounding area of the three tankers and these must be taken out before attempting to destroy the main ships. If you do manage to take out these fighters, three Navy Scout craft will enter the mission through a jumpgate near the starport and target you for attack.

You now have a couple of seconds of free time to inflict as much damage as possible on the enemy tankers while the launched fighters struggle to reach you. Attempt to destroy the tankers before they can come within firing range of the enemy starport.

### **A BAPTISM BY FIRE TARGETTING NAVY SUPPLIES ACT 5 MISSION 2**

In this mission it's best to go straight for the jugular and try and ignore any fighters which may want to attack you. If you do take damage from fighters then take them out first. When attacking the space port always attack it underneath the 'lip' of the port and circle around the installations 'stem' occasionally shooting the foot.

Soon into the mission an enemy cruiser decloaks nearby, heads toward the space port and starts circling around the towers which sit on top, but as you are underneath the main structure the cruiser will not attempt to attack you.

### **A BAPTISM BY FIRE SOLITARY DUTY ACT 5 MISSION 3**

This mission involves the destruction of a Navy Mining station, but it's advisable to destroy the two defending Navy Interceptors first. After each attack run on the station, always retreat to a safe distance (outside the weapon's range) while using the reverse view to dodge any incoming laser shots.

### **A BAPTISM BY FIRE THE NAVY RETALIATES ACT 5 MISSION 4**

The League frigate in this mission has been captured by six enemy sirens, but it's best to leave these for now. The

launched a couple of bombers which attack the League craft and should be taken out immediately. After the attacking ships have been eradicated, the player must destroy the Sirens taking care not to destroy the sixth Siren sitting in the path of the League craft, because once this is destroyed, the frigate will attempt to leave the area using full thrust. Try and keep up with the freed frigate as it speeds off into the distance as other Navy fleet craft have been spotted patrolling the area.

### **A BAPTISM BY FIRE NAVY INTELLIGENCE THREATENS THE LEAGUE ACT 5 MISSION 5**

The Navy Comms craft (in the distance) is being guarded by three enemy interceptors which must be taken out first. If possible direct fire away from the Comms craft. When these fighters have been taken out, creep up on the Navy vessel using short bursts of your EMP gun (making sure it doesn't overheat). The weapons grid of the craft should become disabled and after that the ship itself should come to a halt. Once the craft is totally disabled, a League cruiser will decloak in the distance which will wait for you to tractor the enemy Comms craft to it. The mission only ends when the Comms craft is brought within tractor range of the League cruiser and the cruiser captures the Comms craft using a tractor beam of its own.

## **MISC MISSIONS:**

### **THE LEAGUE IN VIRUS ALERT ACT 11 MISSION 1**

The mission begins with the player facing the sabotaged command craft. Soon a jumpgate will open on the other side of the stricken craft and two enemy strike craft enter the area. These should be cleared as soon as possible as the first of the collision course frigates emerges from a jumpgate after one minute. Hitting the frigate with a mole missile will see its navigation systems re-

programmed and the craft stop. Around this time more fighters will have entered the area. Again kill them off quickly as the next frigate will emerge in two minutes. When it appears, use another mole missile on it. The remaining two frigates will enter the mission in just 150 seconds and 180 seconds and these too must be stopped for the mission to be completely successful.

### **A VAST LONELY PLACE SABOTAGING THE SOL SYSTEM ACT 14 MISSION 4**

You are dropped into the mission with the battle platform at your back and a Navy frigate in the distance. Follow the wingman and begin an attack on the frigate, conserving torpedoes for later. After 90 seconds a jumpgate will open and a Navy destroyer will enter the battle and begin to launch APCs. The best tactic is to stay away from the destroyer and pick off the APCs as they approach the battle platform. After all three APCs have been destroyed, target the destroyer with your missile and torpedo weapons. Its destruction will complete the mission.

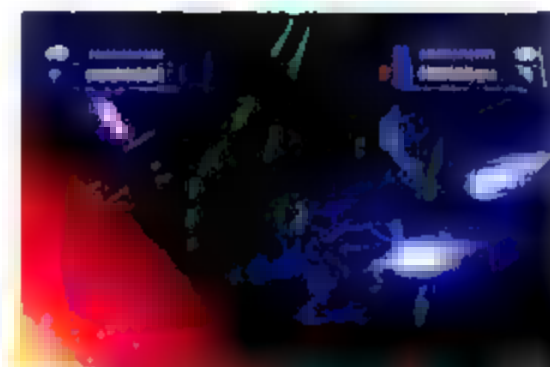
### **THE ENEMY'S DESTRUCTION OF AN ARMS ACT 15 MISSION 1**

The mission begins with the targeted arms orbital straight ahead. Eliminate the pair of fighters that enter through the jumpgate and advance upon the Orbital. If the Orbital is taken down first (using torpedoes) then there is less enemy firepower protecting the eco-pods. Once the arms orbital is destroyed, target the solitary pods and then the eco-pod attached to the cargo transporter. Then finish the mission by clearing up any remaining fighters in your vicinity.

### **THE FATE OF CIVIL THE LEAGUES SUPPLIES ACT 9 MISSION 5**

Your task in this mission is to defend the League comms craft against the possible threat of an enemy ambush as it attempts to leave the area via a warphole. Upon starting the mission you're faced with the League spaceport and the comms craft launching from underneath the 'docking arm' of the installation. After

approximately 30 seconds a jumpgate will open directly underneath the spaceport and launch two Faction fighters which will target the player and League vessel for destruction. As these fighters are really fast, it's best to use missiles to take them out as soon as possible. The dreadnought which enters the mission (through a jumpgate above the spaceport) doesn't pose any real threat (at the moment) so it should be ignored. The comms craft's journey to the warphole entrance takes it through a minefield infested with Navy Sirens so keeping close to the League ship is top priority (except to destroy Sirens). After all Sirens have been disposed of, the faction dreadnought will begin to move once again and use full thrust to approach the comms craft (while launching bombers) shortly before the League ship attempts to leave the area.



### **INTO THE HEART THE NAVY BEGINS ITS COUNTER-ATTACK ACT 11 MISSION 4**

The beginning of this mission sees the decloaking of two Navy frigates in the far distance (on either side of the League battle platform). These enemy ships will each launch one fighter (Scout) which will attack the League cruiser, so it's best to leave the vessel and intercept these fighters before they manage to strike (use missiles). The enemy fleet craft themselves will eventually form a staggered 'pincer' manoeuvre on the League cruiser which will bring it to a halt.

Don't be tempted to leave the League ship and attack the enemy fleet craft, wait for them to approach you. The player should target the enemy frigate which comes to rest in front of the League cruiser (while staying off attack from the Scout craft which are launched) as destruction of this vessel clears a pathway which the cruiser can use to escape.

Good luck and may the force be with you.



# CROC: THE LEGEND OF GOBBOS

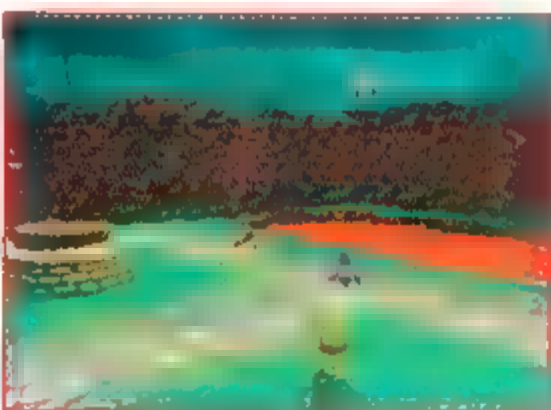
Since we've given you plenty of time to catch up, you should now be somewhere close to the fifth level. There are some tricky moments ahead, but fear not, we're here to help...

## Crystal Island

### CRYSTAL ISLAND

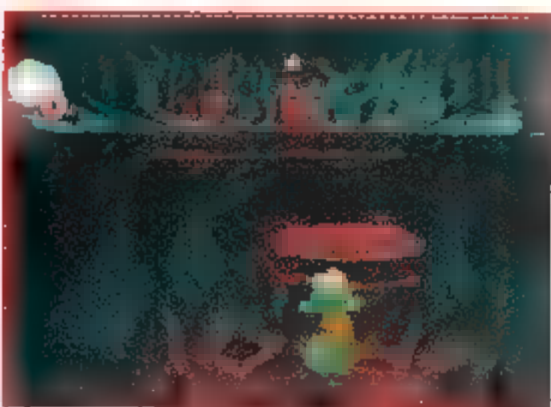
If you've reached all of the Special Levels and collected all the hidden jigsaw pieces you will be awarded with a whole new world to explore. Each of the four levels which make up this world represent each of the four islands in the game.

### LEVEL 5-1: AND SO THE ADVENTURE RETURNS



From the start of the level turn immediately until you see a box near a tree stump. As you go towards it two Spark Dantini's will shoot fireballs at you. You will have no crystals at this stage so run to the box and collect them quickly.

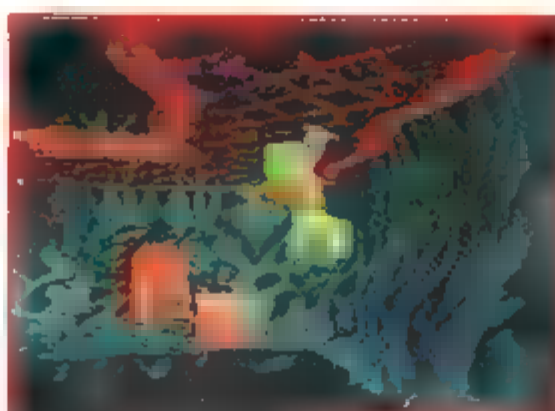
Once you've collected the crystals turn and follow the back wall away from the lava to a little mogul with a silver key behind. Grab it, turn and head for the tree stump near the lava pool. Stamp on the stump and fall inside.



There will be a caged switch on your left. Unlock it and step to the switch which reveals a hidden platform under a Free Life Heart at the top of the stairs. Climb up the platforms

and hop over to the Free Life Heart. As you get close a Spark Dantini will fire upon you. You must dodge his attack, kill him and turn left. Go through the door.

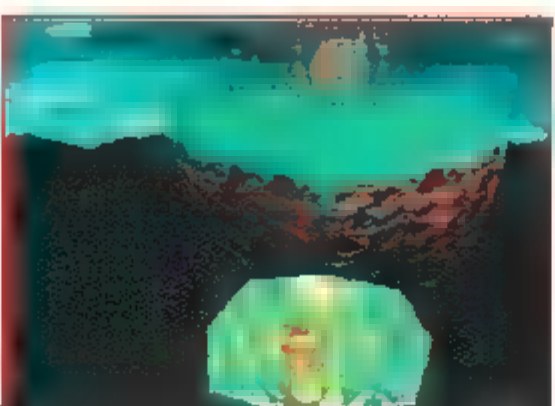
Follow the path of fallen logs across to the door. Grab as many crystals as you can on the way. The area is crammed with Spark Dantini's. As you reach the other side pass through the door.



In the next room walk forward and hop to the bars. Swing across to the other side avoiding the stomps of the enemy above. Hop down at the other side and follow the tunnel into another room with bars in. It's a little trickier than the last lot.

Hop onto them and move along avoiding the ever close calls of the enemies above. Go to the door and go through. Hop over the lava to the island and then over to the far shore and through the doorway.

Turn right and you'll see a rock ladder up to the cliff top. At the top turn right and go to the platforms leading to the gong. Use caution as you climb



to avoid the fireball attacks from the enemies. Give the gong a whip to complete this tricky level.

### LEVEL 5-2: DIET

Straight into the ice level and one of the toughest levels in the game. If need be you can go back to an earlier stage and collect as many Free Life Hearts as you wish.

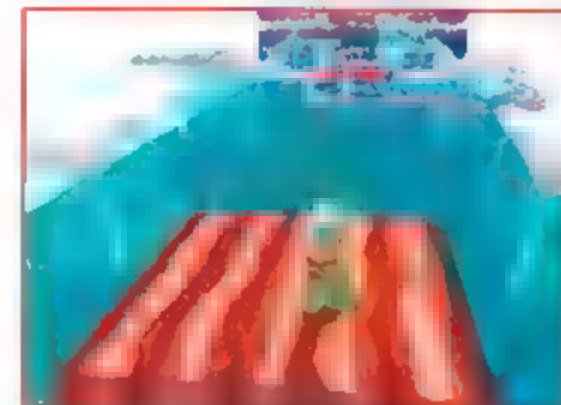


At the start of the level go forward and use the platform which pops in and out of the water to reach the ice on the other side. Hop up to the monkey bars and kill the enemy. Go down onto the moving platform below and go back under the monkey bars to collect another Free Life Heart. Go straight ahead again and then forward as it takes you to the shore. Go through the door.



Turn left and hop from the platform to the gear and back again to the platform with three boxes on. Get the crystals from the boxes and hop across the two gears over to the platform on the other side which has both an enemy and a balloon. Kill the snowball throwing

enemy and grab the balloon. Float over to the next platform which contains another Dantini and another balloon. Kill the Dantini, float over to the door and go through.



You will emerge into a room with several rafts. Hop across the rafts to the monkey bars ahead. Turn left and hop onto the ice block. Turn right and then hop across the next set of monkey bars to another block. Turn right once again and hop to the next set of monkey bars. Now turn left and hop across the rafts to the shore.

In the next room your best policy is to keep moving at all costs, even if it means hopping on the spot. The enemy in the centre will waste you otherwise. On the opposite shore you must grab the crystals from the boxes and get yourself through the door.



You now enter a massively difficult room. Go forward and hop over to the first platform of the path over the lava. Take your time as mistakes can be incredibly costly. Don't rush over to the Dantini throwing snowballs, instead jump over





its shot and then move in for the kill. One mistake however and you'll lose the crystals, making the rest of the level incredibly difficult.

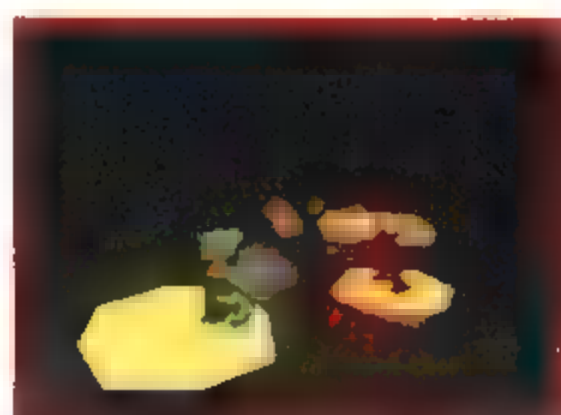
Once at the end of this trail hop down to the shore and go through the door.

On the other side of the door go forward and grab the crystals from the two boxes. Hop over to the arrow platform. Go along on the arrow platform above the lava and through the tunnel trying to avoid the shots from the Dantini and the lava rocks. When you reach ■ turn hop off the platform and kill the Dantini. Turn left and ride the second arrow platform to the end of the tunnel where you will find the exit gong.

#### LEVEL 5-3: TRIAL ■ THE NILE

Turn and ride the balloon down to the Gold Key. Then turn and hop up the platforms to the doorway avoiding the enemy fireballs. Unlock the door and go through.

On the other side of the door you will be able to see a faint set of rotating platforms if you walk forward ■ bit. As one



of the platforms gets close hop onto it. Immediately hop over to the axle platform. Kill the Spark Dantini shooting at you. From these platforms hop onto the small island platform and grab the crystal. Jump over to the next set of rotating platforms and do the same ■ before to kill the Spark Dantini.

Jump down the long narrow path with crystals on it. Grab all of the crystals as you make your way down. Also stomp on the boxes and collect all goodies including the Free Life Heart. Jump to the third set of rotating platforms and kill the Spark Dantini on the axle platform. Hop over to the island and head down the well.

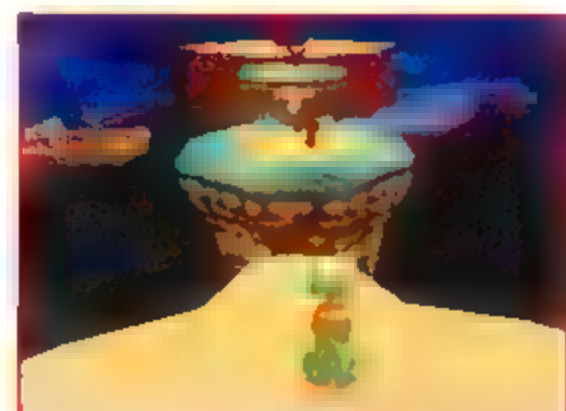
Grab the torch and hop onto the breakaway platform. Kill the enemy and hop down to the next shore. If you need crystals search the boxes, otherwise head straight for the next breakaway platform and kill the Spark Dantini. Hop from

this platform to the next one and then down onto the next shore. Get the crystals in the box and pick up the torch.

From here turn and hop over to the next breakaway platform. Then hop over to one of the rotating platforms. Avoid the enemy attacks and hop onto the next shore. Go through the door to the next stage.

After hopping out of the well on the other side you'll see two paths. Go down the left path and approach the switch on the far pillar. Step on the switch and continue along to the blue and yellow platform. Turn to the left and go across to the well at the end.

In the next section, hop from



pillar to pillar using the small platform. Kill the enemy and repeat the process ■ reach the third pillar.

Kill the enemy there also. Turn left and swing across the bars to reach the fourth pillar. Use the jelly to hop onto the top of the bars. Pick up the Free Life Heart then go back to the fourth platform and get over to the fifth, then the sixth where the well is located.

The next area is dark, but all you need to do is follow the paths along the platforms. Collect the crystals and be ready to avoid the fireballs.

The darkness makes this a very tricky task. At the end you need to hit the gong to finish the level.

#### LEVEL 5-4: CROX INTERACTIVE



Surprisingly simple considering how far into the game you are. Hop onto the small red platform and off again onto the next stone platform before it drops. Go left and walk up close to the next red platform. Avoid the attack of the Spark

Dantini. Once you've done this jump up to the platform and kill ■. Get onto another stone platform and go with it. Climb the red platforms to reach the castle entrance.

Once inside run across the falling platforms to the carpeted section. At the top follow the carpet to the right and cross another set of falling platforms avoiding the swinging spikes. Follow the next carpeted section to the door.

On the other side push the balloon boy to the door on the right and stomp on the pump until he explodes. Go through the door.



On the other side of the door follow ■ stone walkway avoiding the Flaming Dantini as they rush backwards and forwards. Go through the door ■ the end.



You now need to get over the stone platforms which move and shrink. Collect the coins you can and kill the Spark Dantini at the end. Go across the second set of platforms and head towards the gong. Go across the platforms as quickly as possible and hit it to reach the final stage of the game.

#### LEVEL 5-8: SECRET ■ END

It's not an easy task to take this boss out, but persevere a while and it all comes into place. There are four gongs on the edges of the room and the boss is floating over the large



drop. Whip the first gong and jump onto one of the platforms rotating around the room. Quickly jump off to the next ledge and whip the gong.

Turn and jump back onto the platform. Repeat this process gathering jewels. You need to have them all synchronised so that the boss can be defeated. He fires lightning bolts at you so be careful.

You need to do these very quickly by jumping from one platform, whipping the gongs and jumping back onto the same platform before it disappears. If you miss the platform the gongs can't be synchronised. Then you need to start all over again.

It sounds simple, but is quite tricky. Once the gongs are all synchronised the boss will die and you have finally completed the entire game.

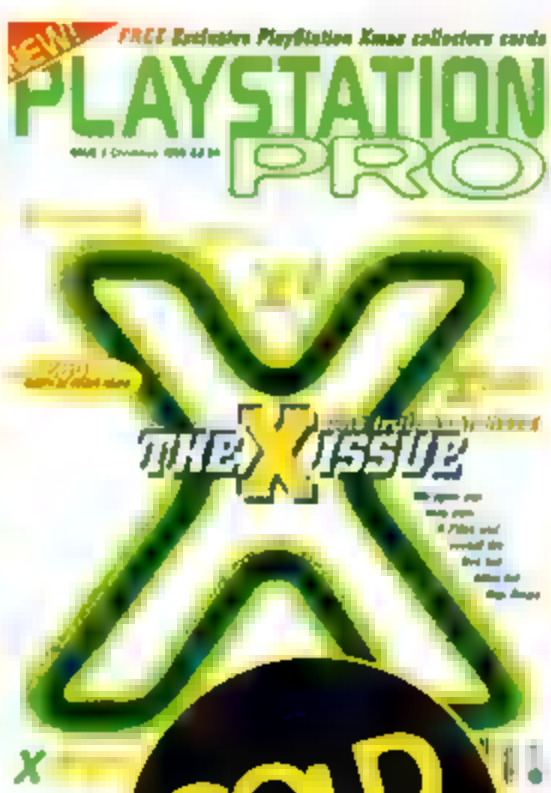




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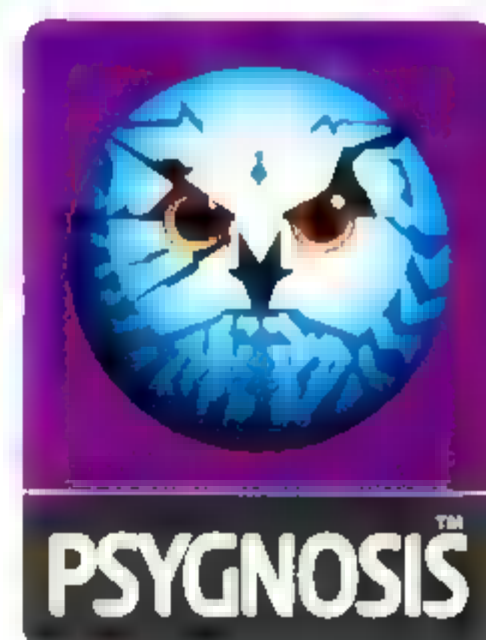


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# HAPPY NEW YEAR!

To celebrate what has been a very successful year for Psygnosis we've teamed up with the PlayStation giants to offer a very special competition indeed. With prizes worth in excess of two grand, it's going to be a happy New Year for some of our lucky readers. With a 1997 catalogue consisting of Colony Wars, G-Police, F1 '97, Overboard, Discworld 2 and Power Soccer 2 we were spoilt for choice. So we decided to offer something for everything. Let's show you what we're giving away...



## The Prize is Right



### FIRST PRIZE

Sony Widescreen TV  
worth **£899**  
One Copy of Colony Wars  
One Colony Wars T-shirt  
One Analogue Pad

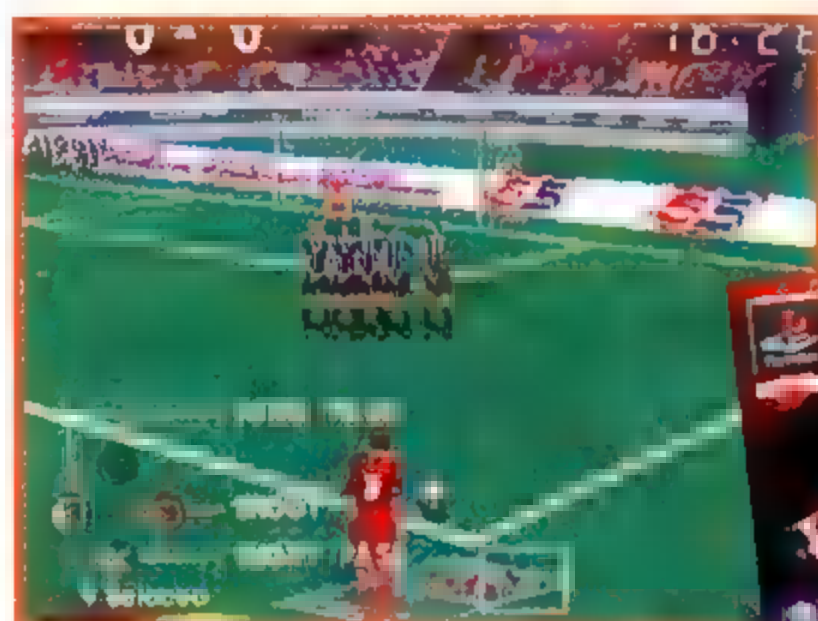




**TWO SECOND PRIZES**  
**a) G-Shock Watch worth £100**  
One G-Police game  
Diesel T-shirt  
Analogue pad



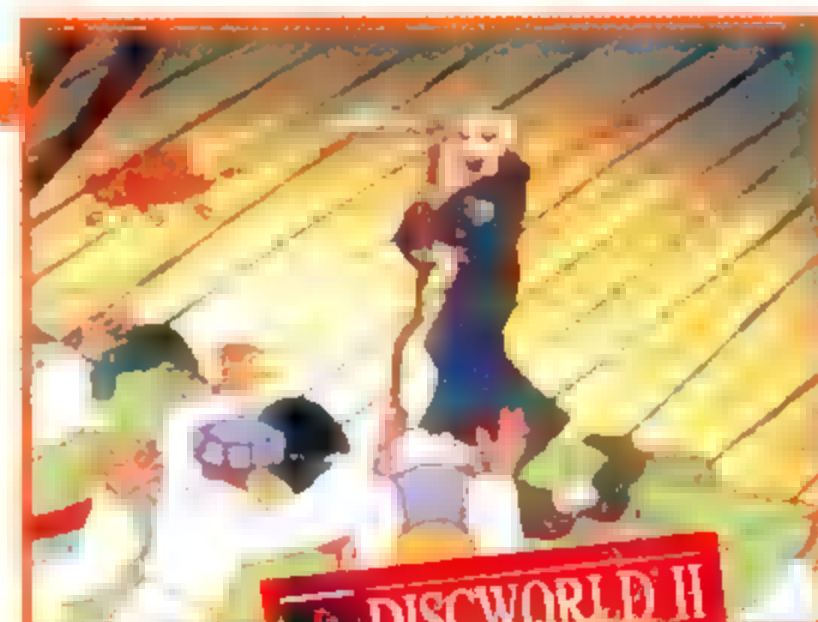
**b) Scalextric set worth £100**  
F1 '97 Limited Edition game (with the Melinda Messenger cover)  
Pair of analogue pads



**THREE THIRD PRIZES**  
**a) Adidas Questra Football worth £40**  
Power Soccer 2 game  
Multi-tap plus four pads



**b) Overboard game**  
Overboard treasure chest  
(containing mouse mat,  
pen, coins etc.)  
Multi-tap plus four pads



**c) Discworld 2 game**  
PlayStation mouse  
Discworld model  
Discworld T-shirt



All you have to do to win one of these prizes is write your answer to the following question on a postcard and send it to us marked 'Super Psygnosis say Happy New Year' competition to:

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The first out of the hat will get the telly etc. and the next five out will get the rest. The Editor's decision is final as usual and no correspondence will be entered into. So, put your thinking caps on and take your time...

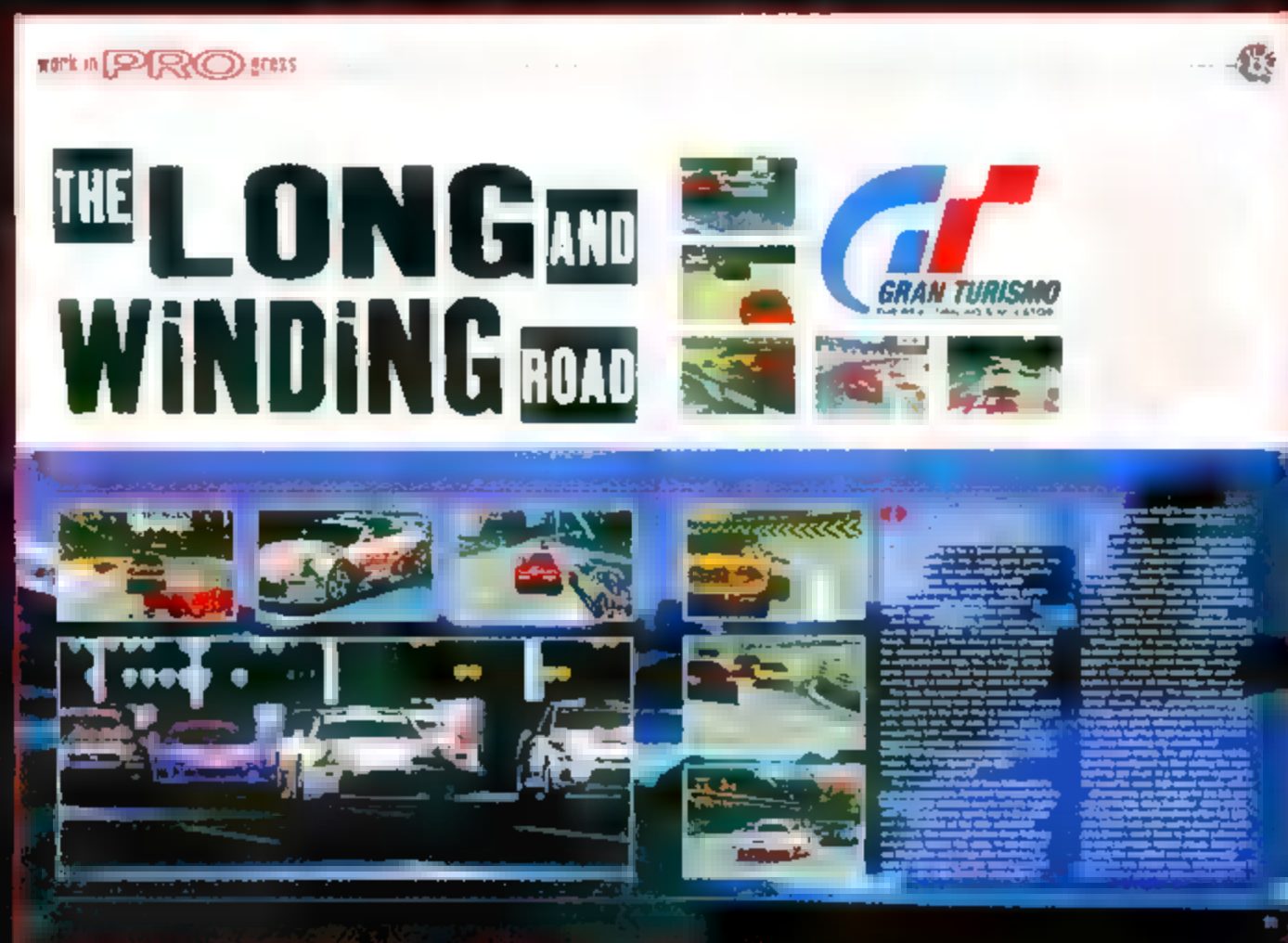


**Q) Psygnosis was responsible for one of the videogame sensations of the early nineties with a game based around the misfortunes of a certain species of rodent. Were they:**

- a) Ferrets?
- b) Lemmings?
- c) Voles?



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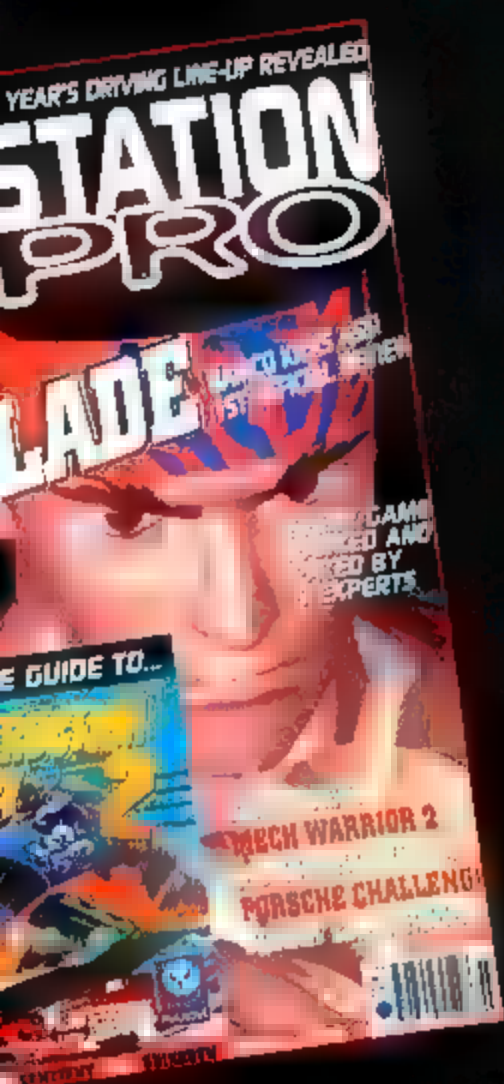
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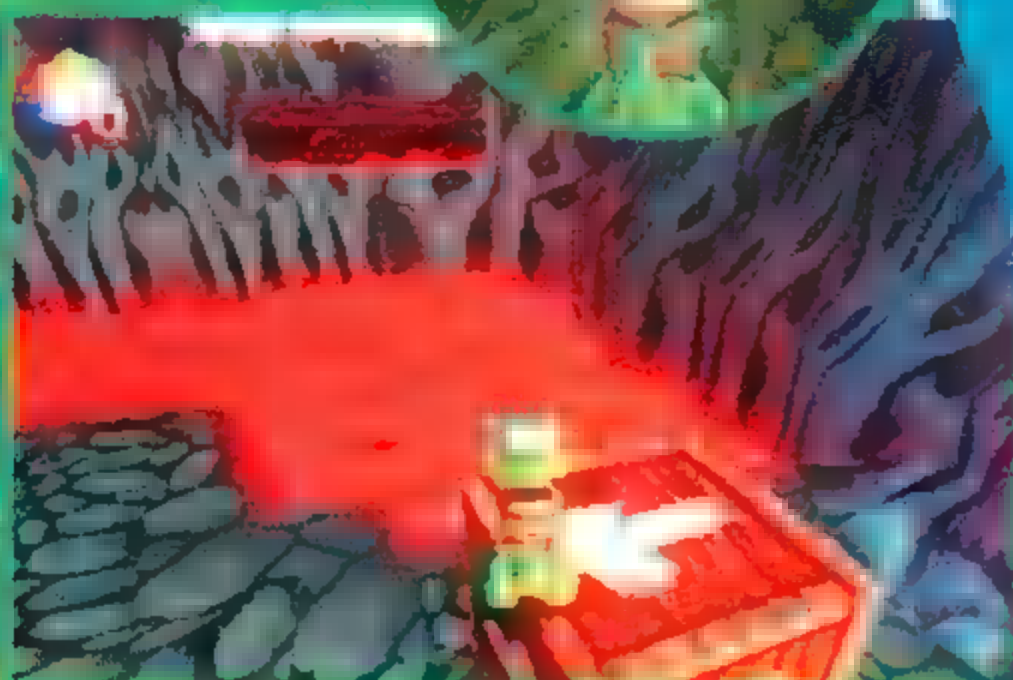
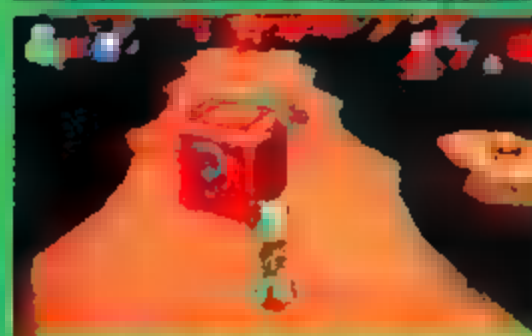


by Rachel Robertson, Carlisle

# Croc



Do you think we're not doing our job properly? We don't care as long as you're not our boss, but that doesn't mean we won't give you the opportunity to speak your mind about the games you play and buy



It's not about the saying that time is money. In the game, time is money. You have a great deal of time to spend on the game, but you have to be careful not to spend it all.

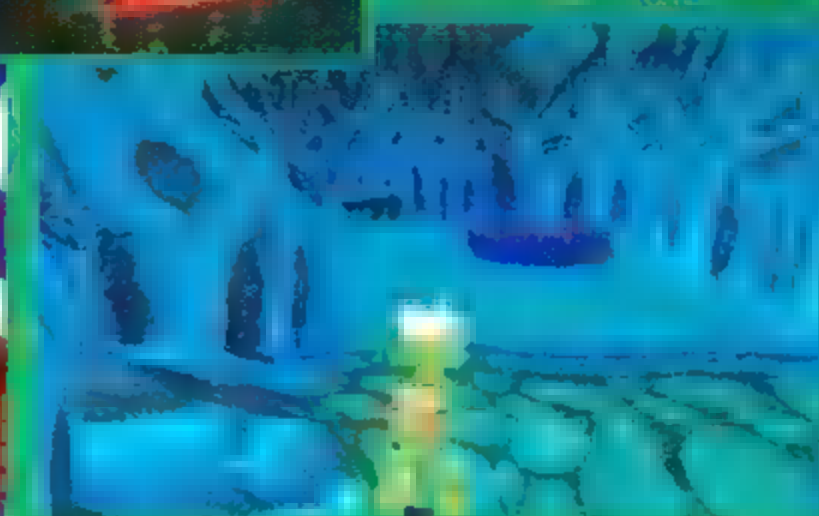
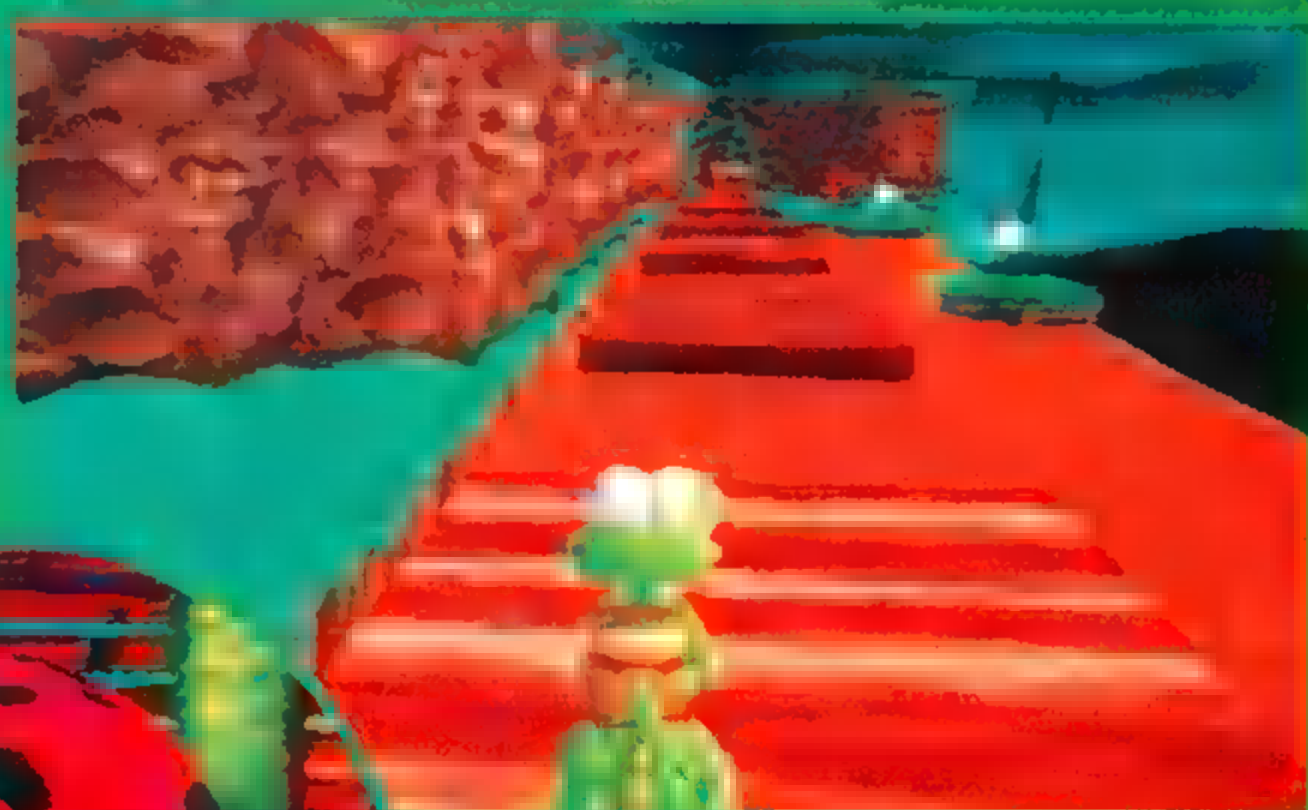
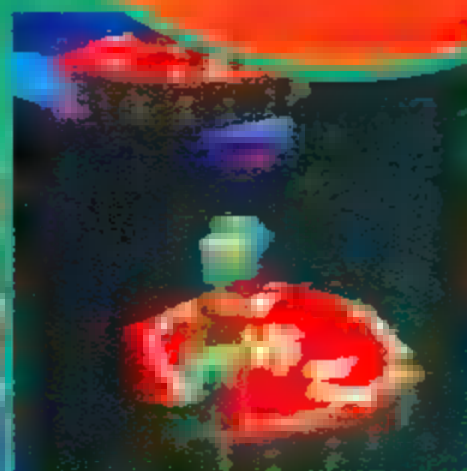
If you thought about perfecting your game, you know that you have to be careful not to spend it all. You have to be careful not to spend it all. You have to be careful not to spend it all.

You have to be careful not to spend it all. You have to be careful not to spend it all. You have to be careful not to spend it all. You have to be careful not to spend it all.

Some of the best games I have ever played are the ones that are the most difficult. They are the ones that are the most difficult. They are the ones that are the most difficult.

I think you'll find it worth the effort though. It's worth the effort though. It's worth the effort though. It's worth the effort though.

Croc's graphics have been praised in the past. It's a game for the PlayStation 2. It's a game for the PlayStation 2. It's a game for the PlayStation 2.



GRAPHICS: 8  
SOUND: 8  
GAMEPLAY: 8  
OVERALL: 8

# 9

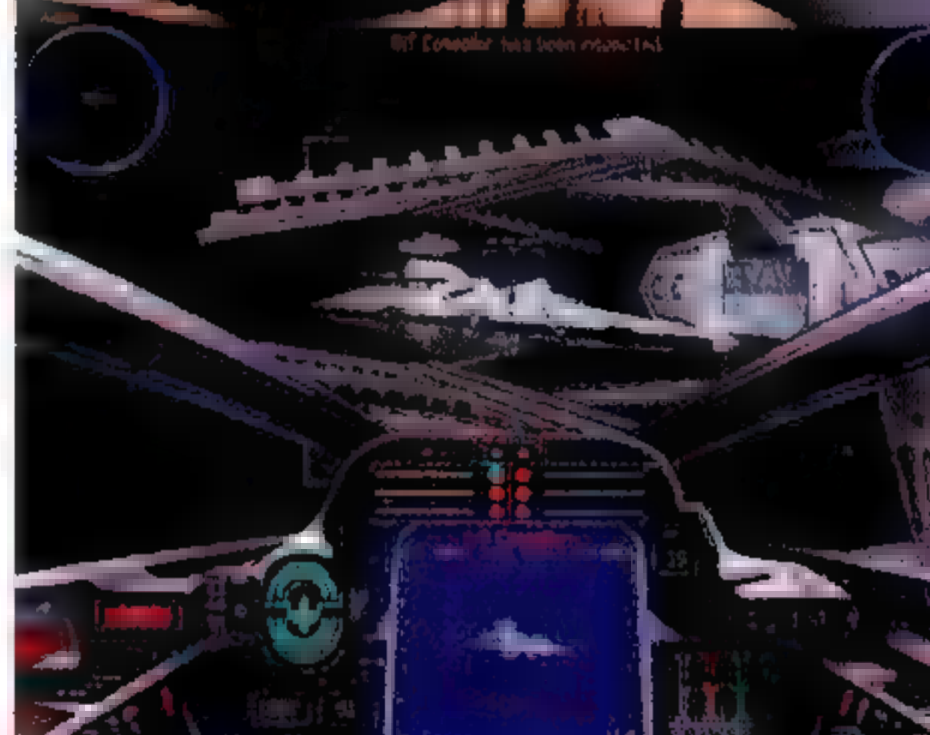


# MORE GAMES THAN YOU CAN SHAKE A STICK AT

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# PSX DIRECTORY

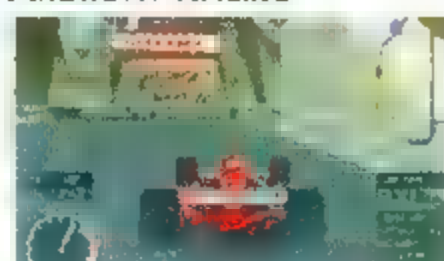
Updated each month this section now includes our recommendations as well as the most comprehensive list of releases for your PlayStation. All Platinum releases are also highlighted and updated as and when they're released. So if you can't make your buying decisions from this list of games and scores then you're beyond help.

## RACING

Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action aho!

### ANDRETTI RACING

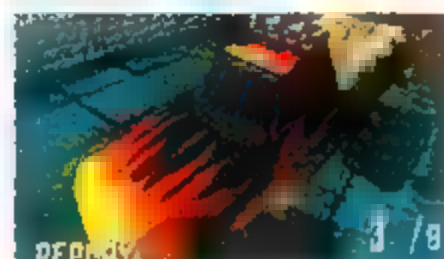
7.5



Mario gets in on the PlayStation scene, but not in the form of the fat Italian joke. This isn't a classic but it's worth a look.

### BURNING ROAD

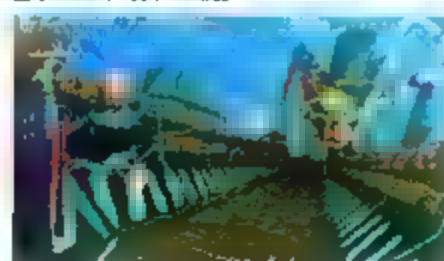
8



A fast paced racer which never performed as well as it should. Check out its improved sequel below.

### CYBER SPEED

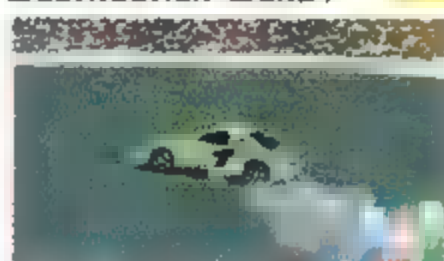
5



A dreadful racer where your craft is attached to a wire and you spend hours throwing the joystick around in disgust. Avoid!

### DESTRUCTION DERBY

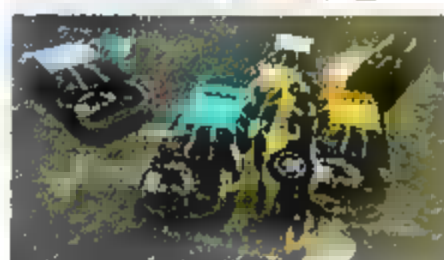
7



When the PlayStation was launched this ruled the roost. Today it looks dated and shoddy, but it's worth £20.

### DESTRUCTION DERBY 2

8



This is what the original should have been. A much improved drive with fancier graphics and gameplay to boot. Buy it!

### EXPLOSIVE RACING

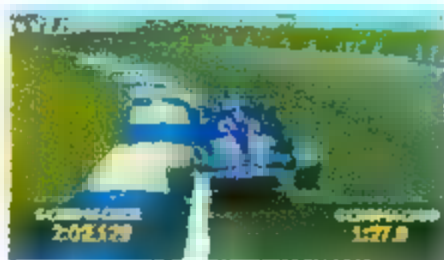
8



Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too.

### FORMULA ONE

8.5



Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97.

### FORMULA ONE '97

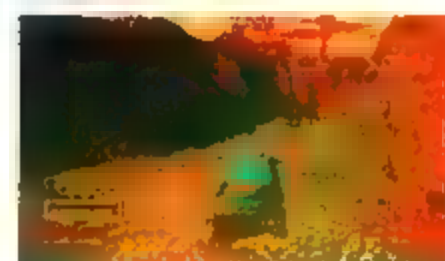
9



F1 is comparable to the James team, then this year's release is a Williams. Truly awesome stuff once again.

### HARDCORE 4X4

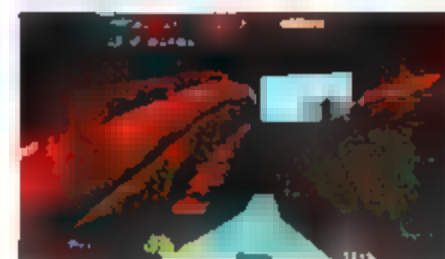
7



Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that.

### HI-OCTANE

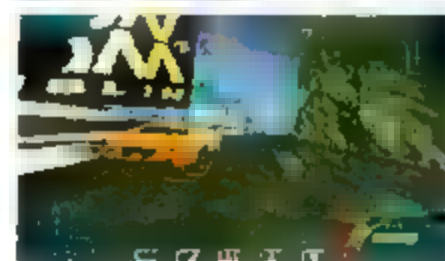
7



This could have been so good, but at the end of the day it was let down with poor graphics and even worse gameplay.

### IMPACT RACING

8



More thrills and spills in yet another fast paced racer. But even speed isn't enough to make the game worth a look.

### JET RIDER

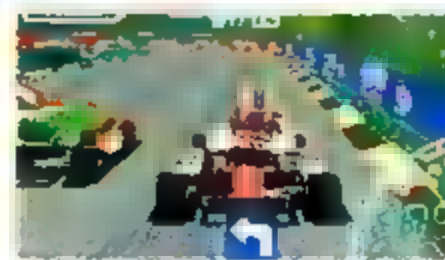
5



Another sci-fi racer that promised to be Sony's answer to Wave Race64. Of course it wasn't and we hate it.

### KART DUEL

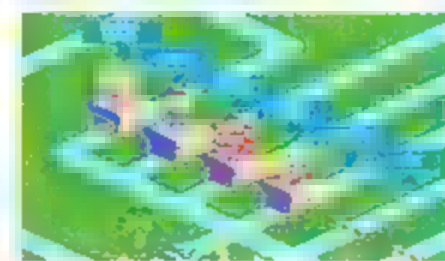
6



A fine attempt which looked the part but lacked the important game play factor needed in driving games.

### MICRO MACHINES V3

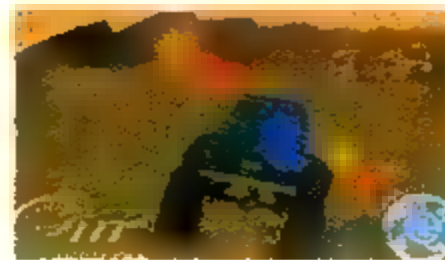
9



Micro machines that everybody must own. The four eleven models will have you glued to the TV for days on end.

### MONSTER TRUCKS

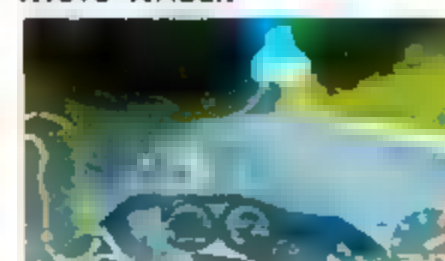
8.5



Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

### MOTO RACER

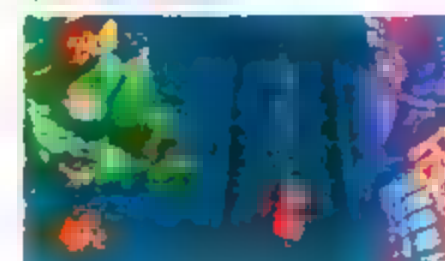
7



Full on motorcycle racing. Looks reasonable and plays well, but ends up being a bit too samey to be essential.

### MOTOR MASH

7.5



Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however.

### MOTOR TOON GP 2

7



A colourful, quirky and fun Mario Kart style racer that got us excited upon its arrival. By no means a serious game.

### NASCAR RACING '96

7



An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide.

### NASCAR '98

7.5



It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few nagging faults.

### NEED FOR SPEED

8.5



One of the essential racing games for any discerning player, although somewhat dated against today's offerings.

### NEED FOR SPEED 2

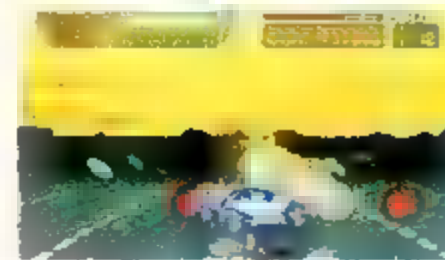
8



The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay, it seems.

### OFF WORLD INTERCEPTOR

5.5



Buy this and we'll want you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

### PEAK PERFORMANCE

7



Another average racing game which looks decent enough but fails to impress in the grand scheme of things.

### PENNY RACERS

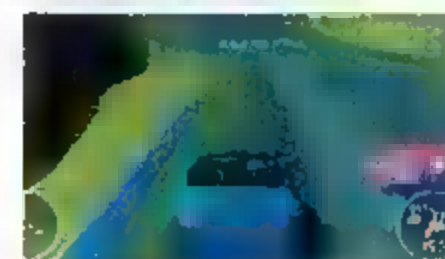
3.5



Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

### PORSCHE CHALLENGE

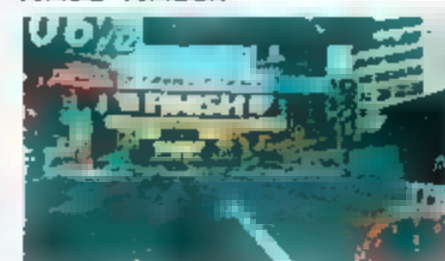
8.5



The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment.

### RAGE RACER

9



The third Ridge Racer game is an in-depth affair that crosses all over every driving game you care to mention.

### RALLY CROSS

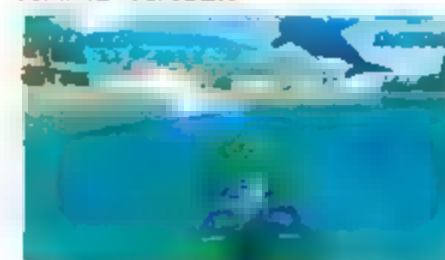
8.5



A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more.

### RAPID RACER

8



A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time.

### RAY TRACERS

7



Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

### RIDGE RACER

8



The original PSX racer still takes some beating and for £20, you ain't gonna get a better driving title on your grey box.



## RIDGE RACER REVOLUTION 8.5



The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer.

## ROAD RAGE 4.5



A poor man's WipeOut in every sense. Why buy this when there are many bigger and better titles currently out there?

## ROAD RASH 7



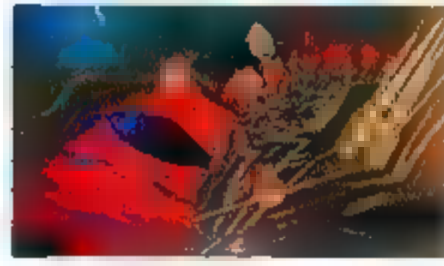
Average motor racing game from yesteryear that gives you the chance to knock your opponents off the road.

## SPEEDSTER 8



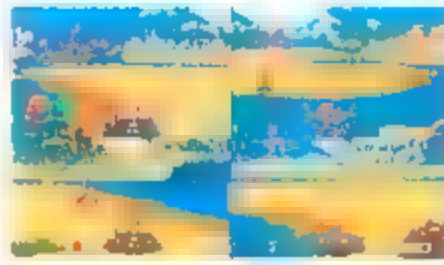
A racing game with a weird overhead view point. Original maybe, but it's still a required waste of time's your game.

## STARWINDER 7.5



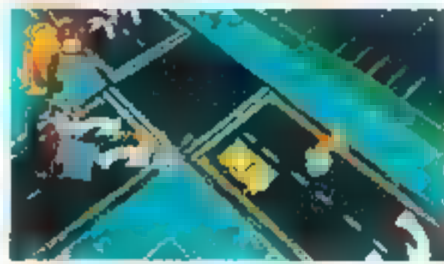
A 3D racer that takes you to a space and allows you to see the place. It looks like WipeOut, but lacks its edge.

## STREET RACER 8



Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated.

## SUPERSONIC RACERS 6



Wacky Races-style romp which isn't going to win you any MMV3. Wait for the sequel to arrive at Xmas before purchasing.

## TEST DRIVE OFF ROAD 6.5



Limited but quite enjoyable AAA-racer giving you the chance to drive Land Rovers at high speed - just like push people!

## TOCA TOURING CAR 9



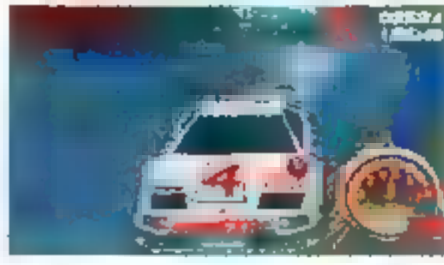
A fantastic Touring Car racer which is up there with the iRacing and Test Drive's of this world. An absolute corker.

## TOKYO HIGHWAY BATTLE 7



A Rage Racer style game where you must avoid your car to improve your overall racing performance. Enjoyable.

## TOTAL DRIVEN 9



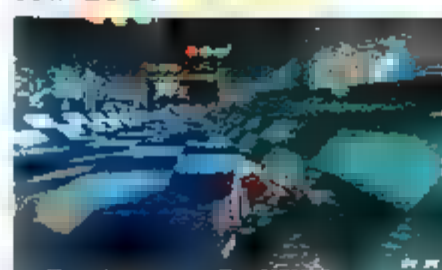
Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended.

## V RALLY 9



Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

## WIPEOUT 7



Amazing gameplay and a top soundtrack made this a winner on the PlayStation's many. Now quite sluggish.

## WIPEOUT 2097 9

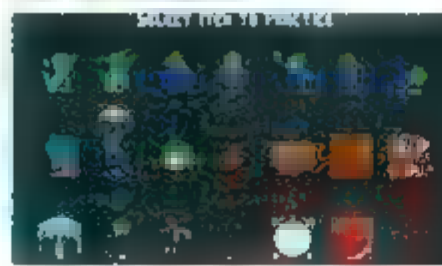


Just as addictive as its predecessor but with enhanced gameplay and top tunes added. Buy this game today!

## PUZZLE

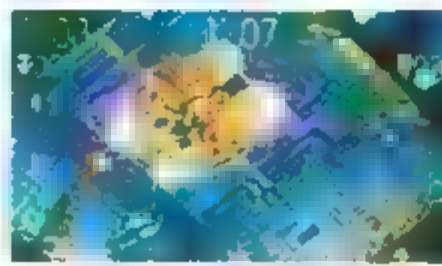
Quirky brain teasers or bizarre Japanese head-scratching affairs - the puzzling choice on the PSX may be limited, but there's something here for everyone.

## 3D LEMMINGS 8.5



An updated and weird 3D version to the classic lemmings. Save the lemmings! Save the world! Save the lemmings!

## BLAST CHAMBER 7



Dancing On The Ceiling is taken quite literally in this 3D puzzle game. Confused?

## BUST A MOVE 2 6.5



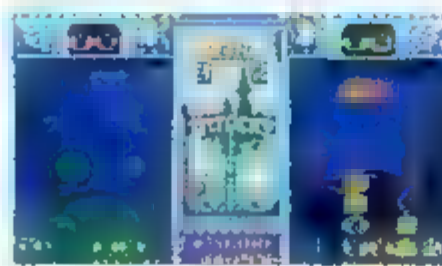
Crazy puzzle which lacks the ingenuity of games such as Lemmings, but it's still a creative and fun two player game.

## GRID RUN 7.5



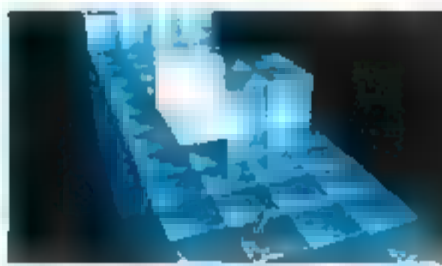
Fast paced puzzle which is a bit of a challenge. Good fun in small doses, but the ingenuity is missing here. Not afraid.

## HEBEREKE POPOITTO 4.5



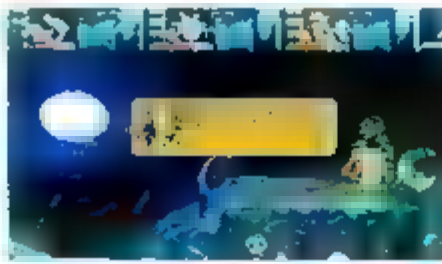
Wacky Japanese puzzle game which is a bit of a challenge. Good fun in small doses, but the ingenuity is missing here. Not afraid.

## KURUSHI: INTELLIGENT CUBE 7.5



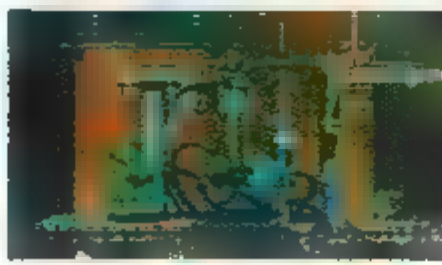
Slippery puzzle which is a bit of a challenge. Good fun in small doses, but the ingenuity is missing here. Not afraid.

## LOST VIKINGS 2 8.5



A tricky puzzle where you control a posse of vikings, none of whom are lost. It's a bit of a challenge. Good fun in small doses, but the ingenuity is missing here. Not afraid.

## ODD WORLD: ABE'S ODDYSEE 9



The ultimate puzzle game. It's quirky, it's fun and more than a little challenging. A truly original game.

## SUPER PUZZLE FIGHTER TURBO 9

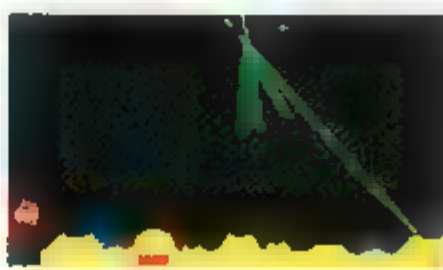


A bizarre Street Fighter Tetris combination which will zap your sofa-life into extinction within minutes. A must buy!

## COMPILATIONS

Here we have the ancient arcade beasts brought back from the brink of extinction. Old bags of crack or classic coin-guzzlers from yesteryear? Read on to find out...

## ATARI ARCADE'S GREATEST HITS 6



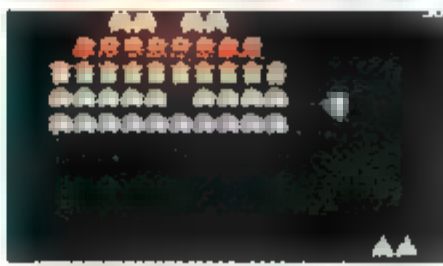
A rather dreary compilation of old classics with an added backstage tour of the games origins and creators.

## NAMCO MUSEUM VOL 1 8.5



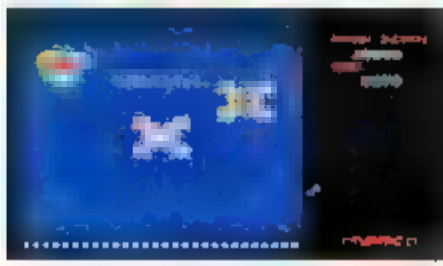
Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2.

## NAMCO MUSEUM VOL 2 6.5



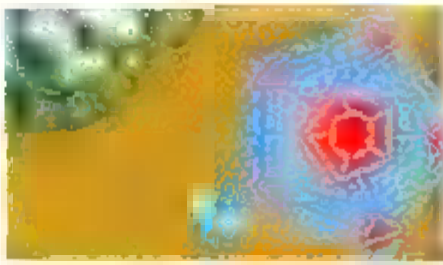
Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics.

## NAMCO MUSEUM VOL 3 5



The further into the catalogue you go the fewer classic games there are. It seems. Why do they still churn these out?

## NAMCO MUSEUM VOL 4 6



Another dire collection of classics from the early 80s that don't seem as good as the ones they used to.

## WILLIAMS ARCADE GREATEST HITS 6

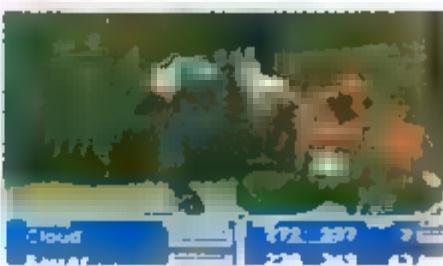


Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards.

## RPG

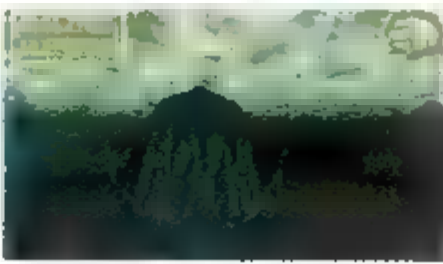
Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section.

## FINAL FANTASY VII 9.5



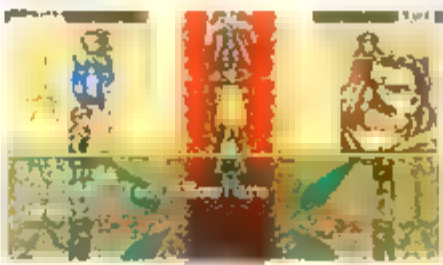
The biggest game ever! A three disk bonanza which is already breaking havoc in the techie mind.

## KING'S FIELD 8



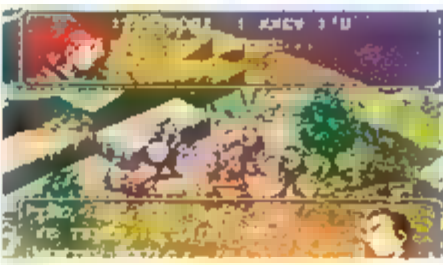
Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive.

## SUIKODEN 6



The first true RPG to appear on the PlayStation is unfortunately a little crap for everyone's taste. Try it.

## VANDAL HEARTS 8



Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby.

## PLATFORMS

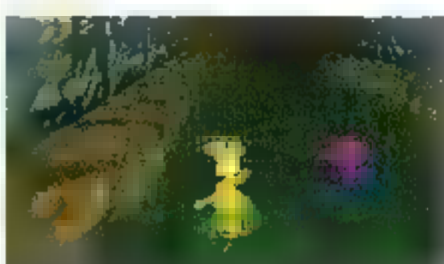
The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section.

## CASPER 7



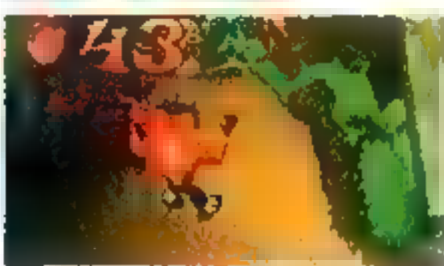
The friendly ghost makes his video gaming debut in this dodgy platform aimed at the younger games player.

## CHEESY 6



Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me.

## CRASH BANDICOOT 8.5



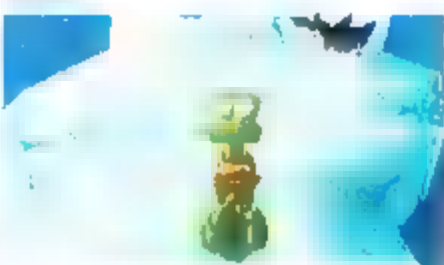
A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure.

## CRASH BANDICOOT 2 9



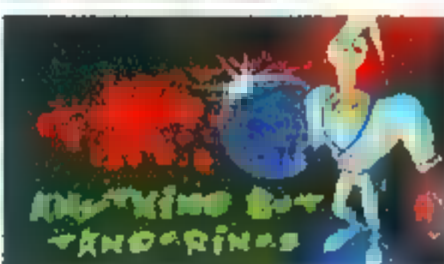
A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony.

## CROC 8



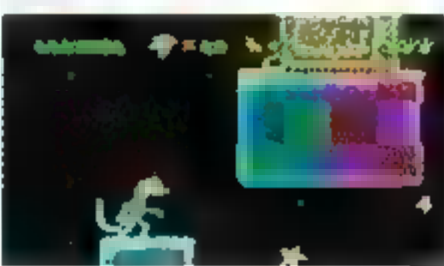
A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. Maybe Jersey Devil will compete.

## EARTHWORM JIM 2 6.5



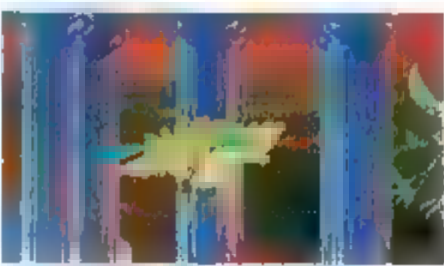
An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better.

## GEX 8



One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard.

## HERCULES 8



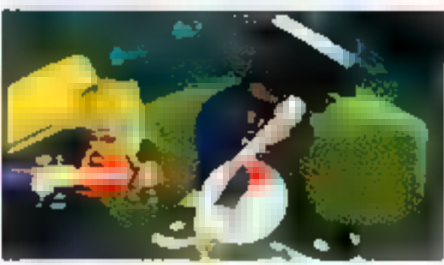
Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though.

## JERSEY DEVIL 8



A slightly twisted take on the Croc theme. Tricky to get to grips with initially, but rewarding if you persevere for a little while.

## JOHNNY BAZOOKATONE 5



Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there.

## JUMPING FLASH 7.5



An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun.

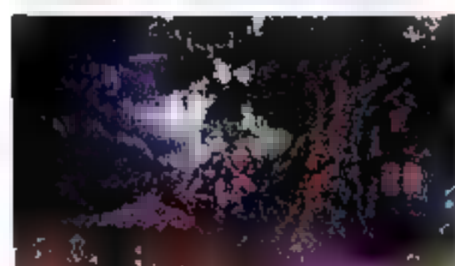


## JUMPING FLASH 2 8



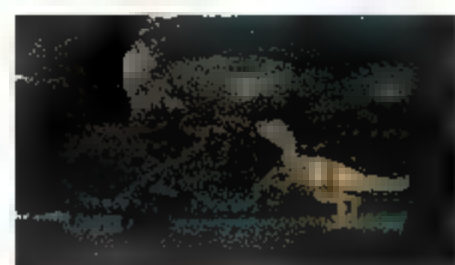
An improvement on its predecessor with more depth and originality. But again, this is easy to complete.

## LOMAX IN LEMMINGLAND 7



A strange platformer featuring the lovable Lemmings. All in glorious 2D too. What a rare treat, eh?

## LOST WORLD 7



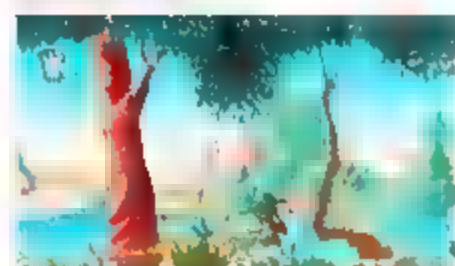
Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex.

## MEGA MAN X3 5



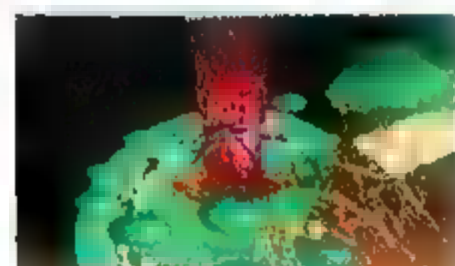
Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

## MICKEY MANIA 7.5



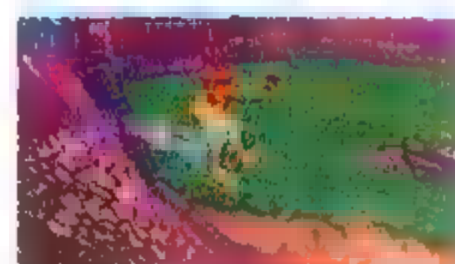
The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun.

## PANDEMONIUM! 9



A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase.

## PANDEMONIUM 2 8



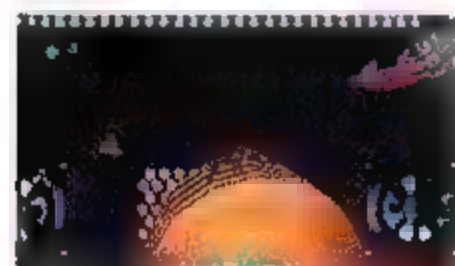
Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes.

## RAYMAN 9



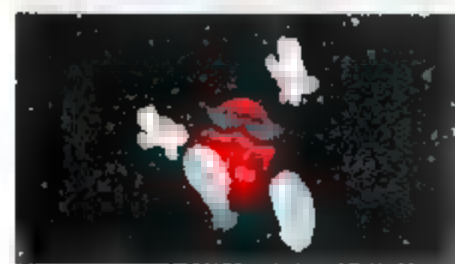
The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range.

## SPIDER 6



Arachnid platformer which could have and should have been so much better. Rent it before spending.

## SPOT GOES TO HOLLYWOOD 8



Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy.

## TRASH IT 6



Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland.

## BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

## BATMAN FOREVER 4



Knight-clusters throughout this adventure. Great! Great! Great! Superhero. What else does this game have to offer?

## BATTLE ARENA TOSHINDEN 8



Disappointing, but a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## BATTLE ARENA TOSHINDEN 2 7



A good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## BATTLE ARENA TOSHINDEN 3 7



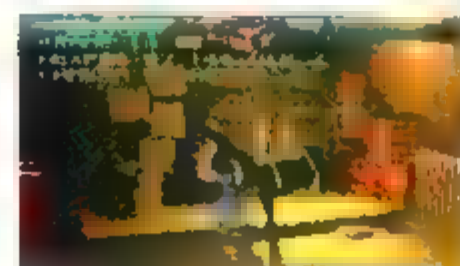
The third instalment of the Toshinden series. Great enough to see if you can manage to make it through this title.

## CRITICOM 7



An excellent platformer, but a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## THE CROW: CITY OF ANGELS 4.5



The sequel to the original Crow. Great enough to see if you can manage to make it through this title.

## DARKSTALKERS 8



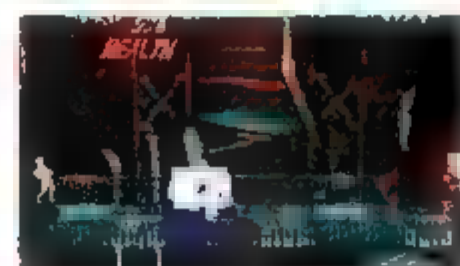
Customised with the S.C. engine. Great enough to see if you can manage to make it through this title.

## DYNASTY WARRIORS 7.5



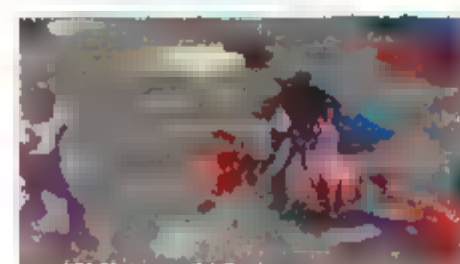
Costume change and a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## FANTASTIC FOUR 5



Streets of Rage. Great enough to see if you can manage to make it through this title.

## FIGHTING FORCE 9



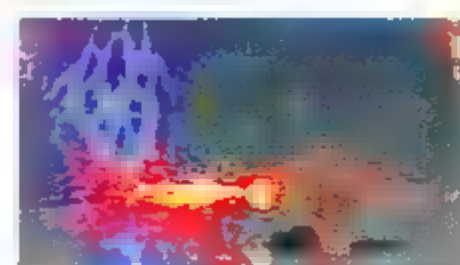
Better than the original. Great enough to see if you can manage to make it through this title.

## HEAVEN'S GATE 5



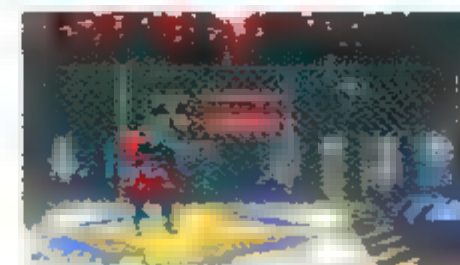
A good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## IRON & BLOOD 8



A good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## IRON MAN 3



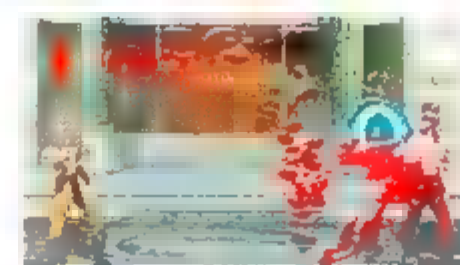
Way down near the bottom of the pile, this game looks like a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## KILLER INSTINCT: ARENA FIGHTERS 6.5



Not a bad game, but a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## MORTAL KOMBAT 3 8.5



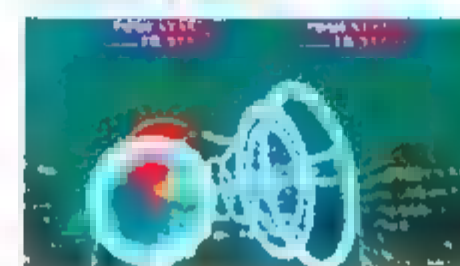
The 2D instalment which was a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## MORTAL KOMBAT TRILOGY 6.5



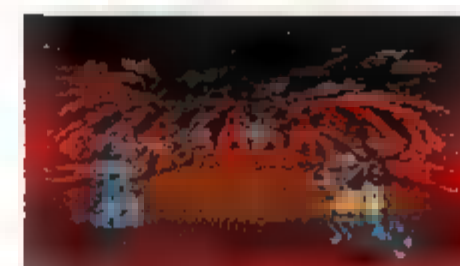
Imagine all three of the Mortal Kombat games on one CD. Well, it's not a really good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## PSYCHIC FORCE 7



For play, this offers something a bit different. Great enough to see if you can manage to make it through this title.

## RISE 2: RESURRECTION 7.5



An improvement on the original. Great enough to see if you can manage to make it through this title.

## SOUL BLADE 9



This remains one of the best. Great enough to see if you can manage to make it through this title.

## STAR GLADIATOR 9



Instantly makes a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## STREET FIGHTER ALPHA 2 8



The anime series that has a good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## STREET FIGHTER EX PLUS ALPHA 9



A good test to give on the PSX. Great enough to see if you can manage to make it through this title.

## STREET FIGHTER: THE MOVIE 3



The game of the year. Great enough to see if you can manage to make it through this title.

## TEKKEN 9



Picked its way into the homes of many a true fighting game fan. Great enough to see if you can manage to make it through this title.

## TEKKEN 2 9.5



The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this.

## TOBAL NO.1 8.5



3D beat 'em up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy.

## WARGODS 6.5



An American arcade fighter that looks much better than it plays. Drab, uninteresting and ultimately forgettable.

## ZERO DIVIDE 8



Yet another futuristic beat 'em up. But this one features polygon robotic thugs instead of patch blocks.

## FLIGHT SIMS

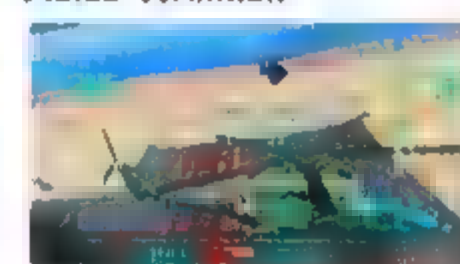
Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

## ACE COMBAT 2 8



Addictive and uncomplicated fun. Great enough to see if you can manage to make it through this title.

## AGILE WARRIOR 8



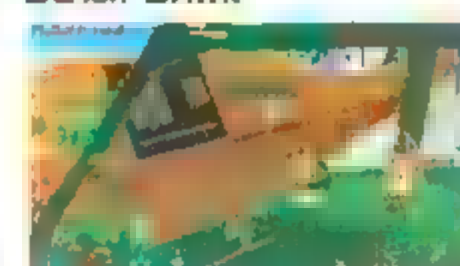
An action-packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun.

## AIR COMBAT 7.5



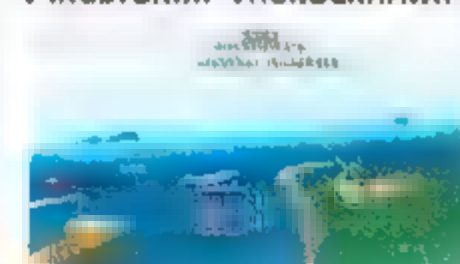
So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range.

## BLACK DAWN 8.5



A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously.

## FIRESTORM: THUNDERHAWK 2 8.5



Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast.

## GUNSHIP 8



A more technical helicopter flight sim which, although being less trigger happy, still does the business.

## RAGING SKIES 6



The skies aren't so much raging, more mildly littered with the odd enemy. In every way average. So try before you buy.

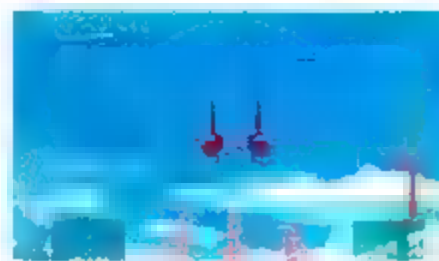


## STRIKEPOINT 7



A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike.

## TOP GUN: FIRE AT WILL 6



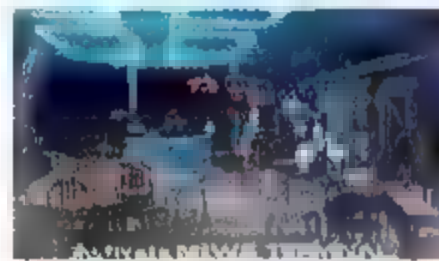
No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available.

## WARHAWK 6



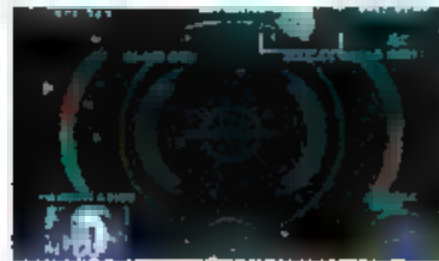
An early helicopter simulator which looks basic but manages to enthrall with its must finish missions.

## WING COMMANDER 3 7



Mark Hamill stars in the third of the ongoing space dog fighting series. FMV in abundance, little gameplay.

## WING COMMANDER 4 7



More of the same, if the truth be told, with Mr Hamill showing his face again in even more FMV based tales.

## WING OVER 8

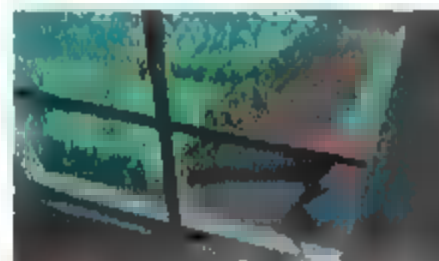


Stranger flight sim. Crammed with aerobatic action and more than a little variation in controls. Offers more than most.

## ADVENTURE

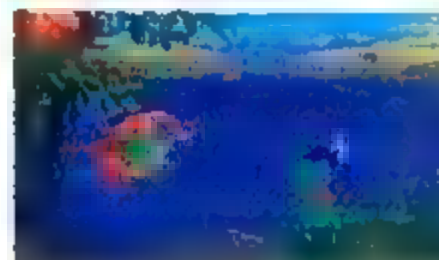
Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below.

## ALONE IN THE DARK 8



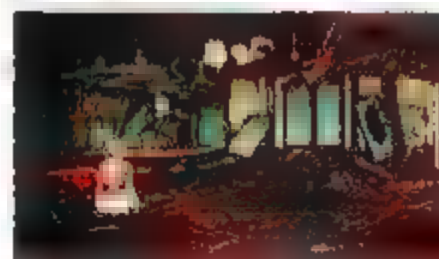
Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front.

## BLAZING DRAGONS 6



Monty Python humour abound in this average adventure that's well-meaning aimed at the younger gaming audience.

## BROKEN SWORD 8.5



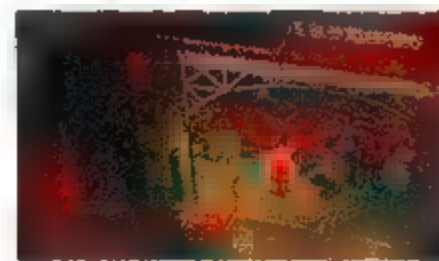
The best point and click adventure on the PlayStation so far. A sequel is on the way, but buy this anyway!

## CHRONICLES OF THE SWORD 3.5



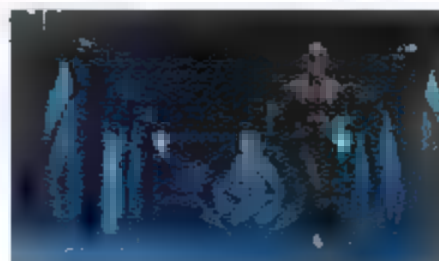
A not contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful.

## CITY OF THE LOST CHILDREN 8.5



An epic adventure based on the average French art-house movie of the same name. Well worth a look.

## CYBERIA 8



A PC conversion which looks a dream but has aged appeal for those after some good solid adventuring fun. Novice-friendly.

## D 6



An interactive movie adventure which lacks longevity, excitement and replayability. In a word, AVOID!

## DISCWORLD 7



Terry Pratchett's first novel is transformed into a very well made PSX and this is a really amazing, A must buy!

## DISCWORLD 8



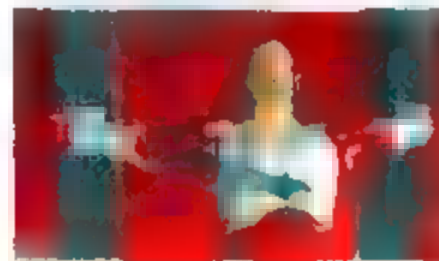
Ultra dumpy sequel to the ultra dumpy Discworld. It's undoubtedly one of the worst of Terry Pratchett's wacky books.

## EXCALIBUR 2255AD 8.5



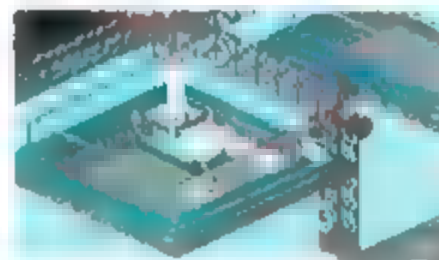
A 3D adventure which has the right mix of action and puzzles, but looks and plays like much like Tomb Raider.

## LEGACY OF KAIN 9



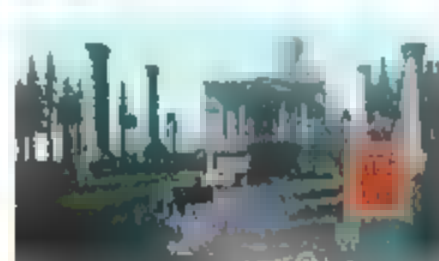
Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though.

## LITTLE BIG ADVENTURE 7



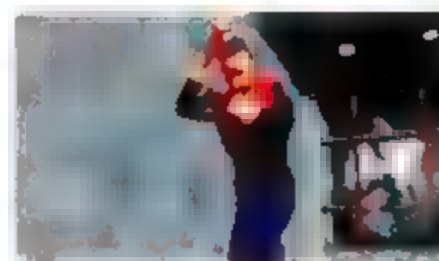
This quirky adventure game was originally converted from its PC origins and manages to entertain for a short while.

## MYST 5



Average static screen puzzle from years ago. It won't amaze by any means, but it still has strong puzzling elements.

## OVERBLOOD 8



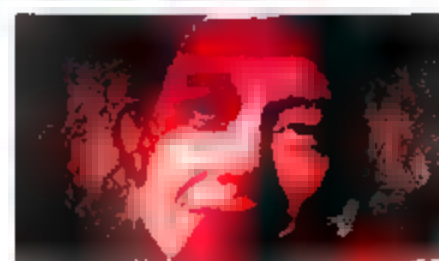
A futuristic adventure game which is over and too soon for the experts and sadly too boring for the novices.

## PERFECT WEAPON 8



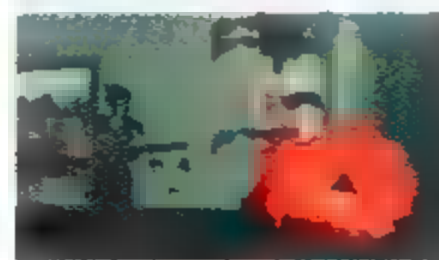
A strange adventure game which has you punching your way to victory over a series of lush and lovely environments.

## PSYCHIC DETECTIVE 6



An FMV adventure game which may be a bit strange for some and simply too tedious for the majority.

## RESIDENT EVIL 9



The ultimate core test for any fan of zombie movies. Puzzles, shotguns, big knives and blood-thirsty freaks aplenty!

## SENTIENT 8



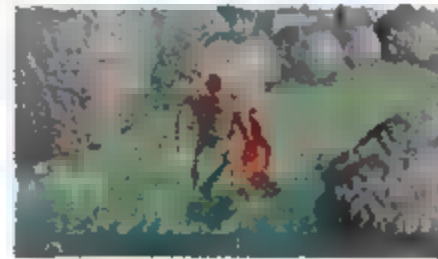
An adventure game which struggles for identity among the other more stronger titles currently available.

## SWAGMAN 8



A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES.

## TIME COMMANDO 7



You travel through time in this 3D adventure although the effort really isn't worth bother.

## TOMB RAIDER 9



This still sells by the truckload, simply because there's nothing better on offer. The sequel's on the way too!

## TOMB RAIDER II 9.5



What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more.

## SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from.

## ALIEN TRILOGY 9



You are officer Ripley taking on wave upon wave of slimy space monsters in this top PSX version of the three classic movies.

## AREA 51 2



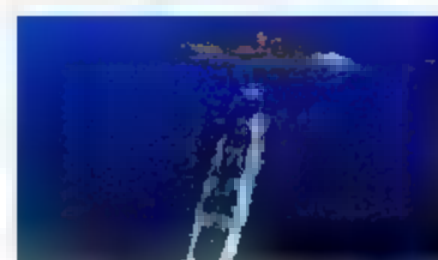
This game doesn't exist. Oh no, unfortunately, we're joking and it does actually exist. And it's a pile of shit.

## ASSAULT RIGS 6



Amazing gameplay and a top soundtrack made this tank brawler a winner in the PSX's early days. Try before you buy.

## BATTLE STATIONS 2



This is basically Battleships for users who can't be bothered getting the board game out of the loft. Please avoid!

## BLAM! MACHINEHEAD 7



3D shoot 'em up with some nice graphical effects, but let down by over complex missions and bad handling.

## COLONY WARS 8.5



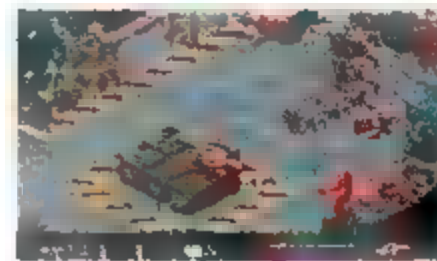
A futuristic blaster which sees you following many different paths as you battle your way across the cosmos.

## CONTRA: LEGACY OF WAR 6



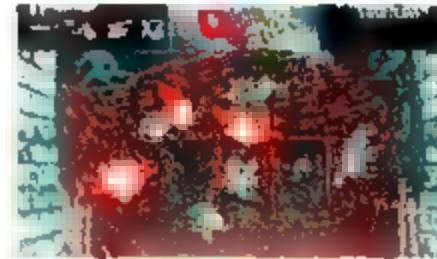
A 96 remix for the bland horizontal scrolling shoot 'em up from yesteryear. Nothing special going on here.

## CRUSADER: NO REMORSE 7.5



Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty.

## CRYPT KILLER 5



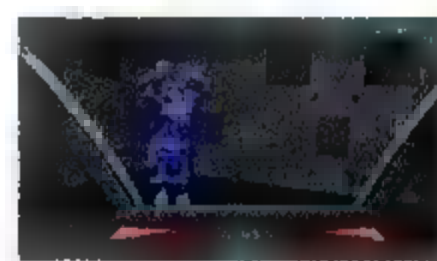
Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies.

## DARK FORCES 8.5



Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you.

## DESCENT 8



Shoot 'em up in the Doom style only you're flying and in a spaceship head first down a massive mine shaft.

## DESCENT 2 6



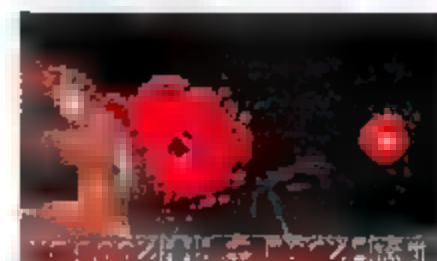
Less than impressive sequel that offers more of the same. The thing is, we've seen it all before.

## DISRUPTOR 8



A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit of FMV mission briefing.

## DOOM 9



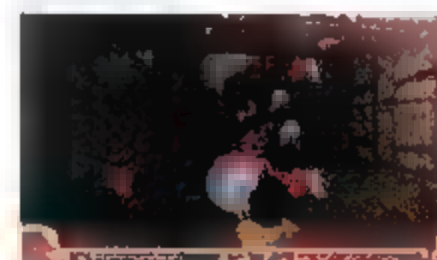
The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

## EPIDEMIC 7



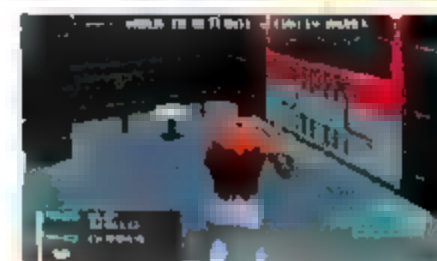
The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun.

## EXHUMED 7.5



Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown.

## FADE TO BLACK 8.5



A 3D shoot 'em up which impresses many with the lavish graphics and exotic locations and cut sequences.

## FINAL DOOM 8.5

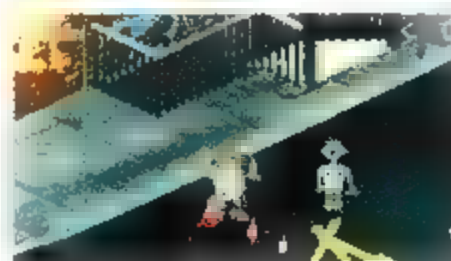


The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood.



## FIRD & KLAWD

6



Rather bland cartoon shoot 'em-up affair where you control a comedy cartoon cat and ape duo. Honest!

## G-POLICE

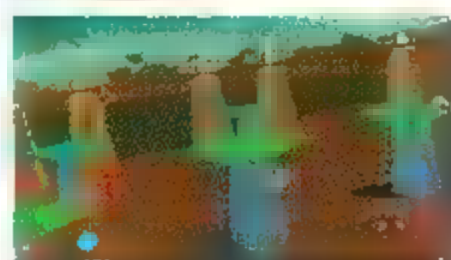
8.5



Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun.

## GALAXIAN 3

6.5



Dull shoot 'em-up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks.

## HARD BOILED

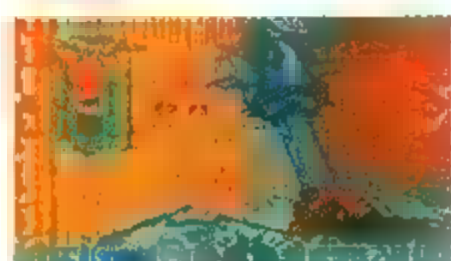
5



Based on the cult comicbooks of Frank Miller, this has you driving a big tool-up Chevy in futuristic settings.

## HEXEN

4



Eagerly awaited sequel which at the end of the day that should have been brilliant. As it stands... just avoid it.

## INDEPENDENCE DAY

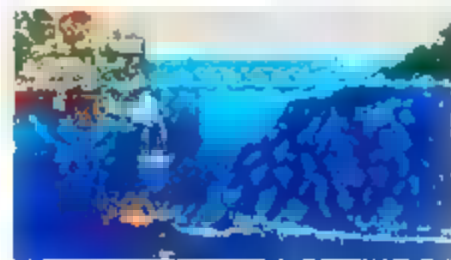
3.5



Maybe the worst movie license ever, even if we take the awful SF: The Movie into consideration. Absolute cack.

## IN THE HUNT

5.5



Underwater shoot 'em-up where you piss around in badly drawn sprite-based subs. Another one to avoid.

## JUDGE DREDD

8



Stunning shoot 'em-up from Gremm. The bullets will be flying and the adrenaline pumping almost immediately.

## KILEAK THE BLOOD

8



By today's standards this wouldn't fare too well, but it lived the roost in its hey-day. See Epidemic, its sequel.

## KRAZY IVAN

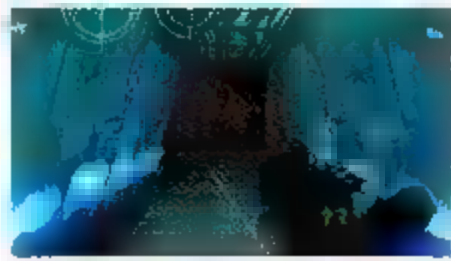
8.5



Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it.

## LIFEFORCE: TENKA

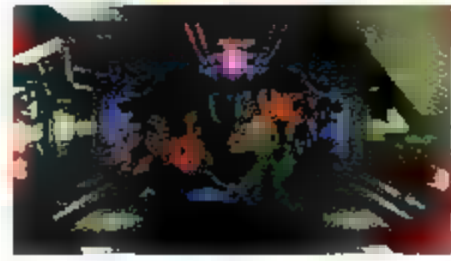
8



Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. Buy it!

## LOADED

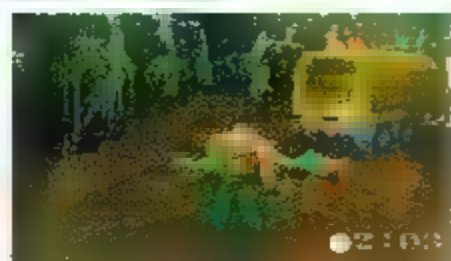
8.5



An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

## LONE SOLDIER

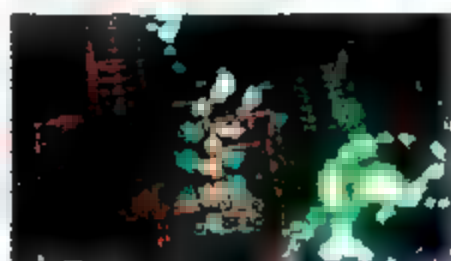
3



A dire 3D shoot 'em-up where you're in control of a quite sad little alien. Avoid!

## MACHINE HUNTER

7.5



The 3D levels can be tricky in this huge game that does loaded influences. The game, not the magazine.

## MDK

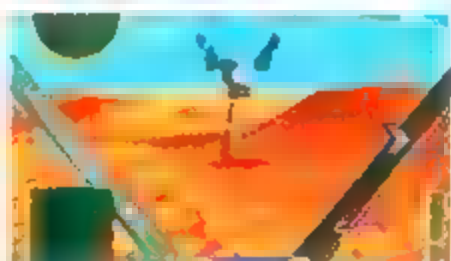
8.5



Shappy, funny, awesome game. Drops you in the heart of a vibrant world where only the strongest will survive the day.

## MECHWARRIOR 2

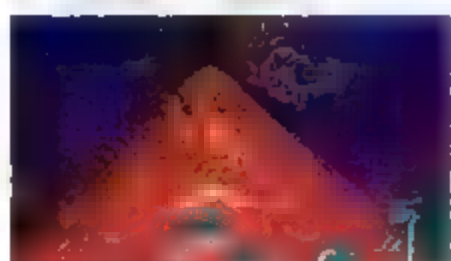
8.5



Robots crew each other away in this shoot 'em-up converted from the PC.

## NANOTEK WARRIOR

8



A pay-to-play shoot 'em-up where you're in control of a sad little alien. Avoid!

## NOVASTORM

4



An early release shoot 'em-up that should have been a much more. In hindsight, it's better than things go.

## NUCLEAR STRIKE

8



The eagerly awaited sequel to Nuclear Strike which doesn't disappoint. Wonderful and some of the best.

## PARODIUS DELUXE

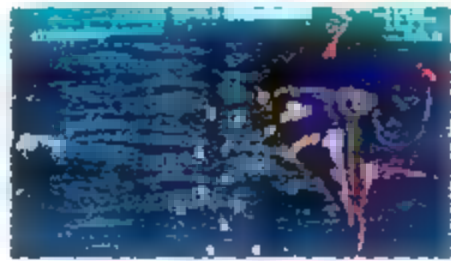
6.5



A conversion of the original Parodius game which is a surprise in one but almost right.

## PHILOSOMA

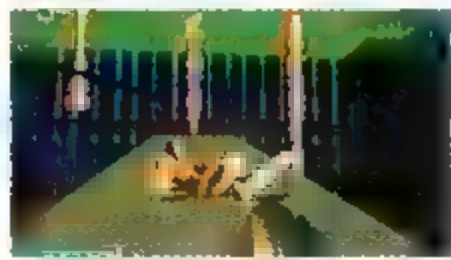
6.5



A shoot 'em-up where you're in control of a sad little alien. Avoid!

## PO'ED

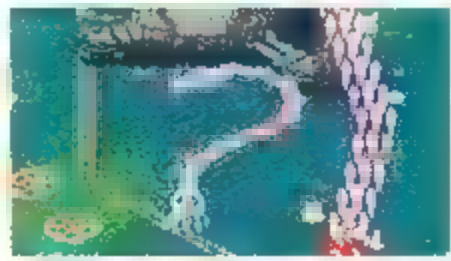
7



Smashy, funny, awesome game. Drops you in the heart of a vibrant world where only the strongest will survive the day.

## RAIDEN PROJECT

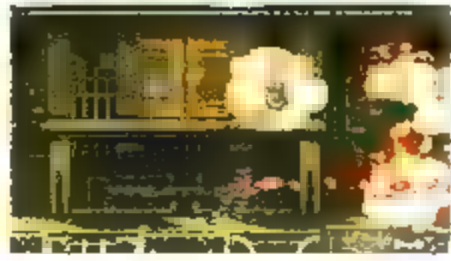
8



One of the great shoot 'em-ups to ever appear anywhere ever. Arcade style masters are you? Buy it today.

## RAPID RELOAD

5



Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better.

## RAYSTORM

6.5



A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it.

## RELOADED

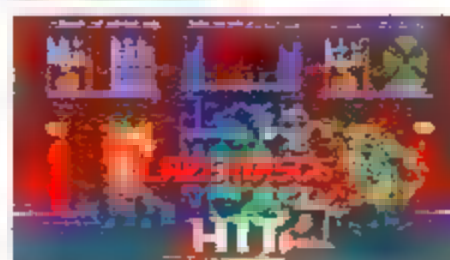
8.5



The sequel to the good Loaded which was nowhere near as good as it promised to be. Still enjoyable though.

## REVOLUTION X

3



Oh my God! How bad is this? A crap arcade game starring a war-torn, bloody Aerosmith! Avoid! Avoid!

## ROBOTRON X

7.5



A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb-clustering fun guaranteed!

## SHELLSHOCK

9



3D tank shoot 'em-up where tactical strategy is required for you to progress with your team of footed-up home boys.

## SHOCKWAVE

6



Kill the alien invaders before they take over the world in this shoot 'em-up that first appeared on the 3DO.

## SLAMSCAPE

3



Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

## SOVIET STRIKE

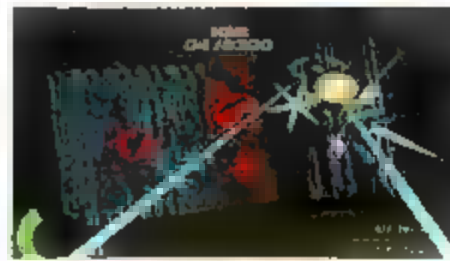
8



This is your chance to mow down Russians in this mega tough, but hilariously addictive helicopter romp.

## STARBLADE ALPHA

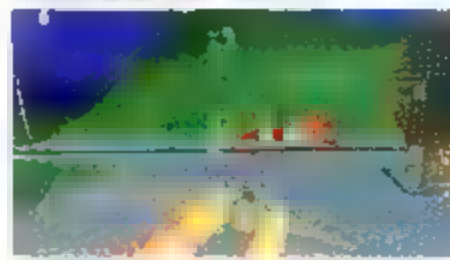
5



A substandard arcade conversion that should never have been released. Boring, boring. Avoid!

## STARFIGHTER 3000

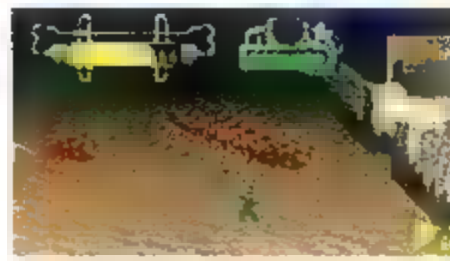
6



Another dull 3D shoot 'em-up which gives the genre nothing new, nothing interesting and nothing in the way of originality.

## STEEL HARBINGER

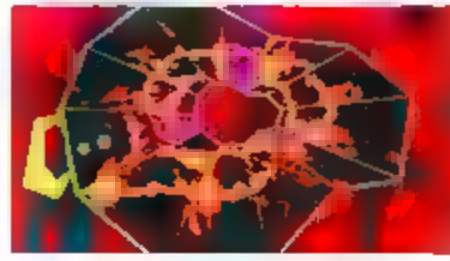
5



Never lived up to its promise. Yet another dull futuristic blaster starring some psycho-yank over babe with big hair.

## TEMPEST X3

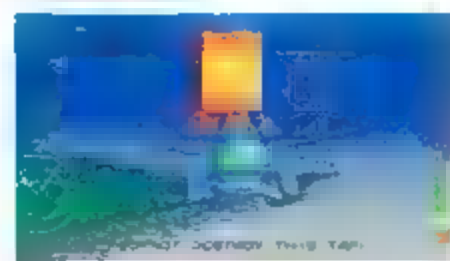
6



Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions.

## TIGERSHARK

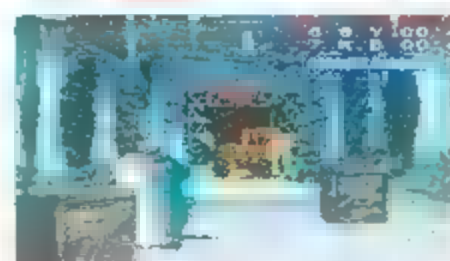
4



Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull.

## TIME CRISIS

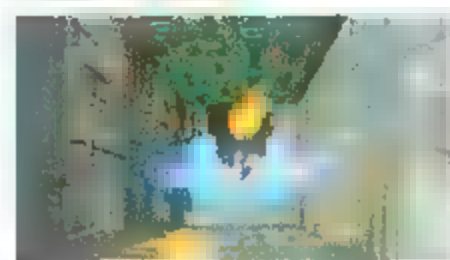
9



Undoubtedly the finest light-gun game around at the moment. There's more than a little frantic shooting to be done.

## TOTAL ECLIPSE

4



If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all.

## TUNNEL B1

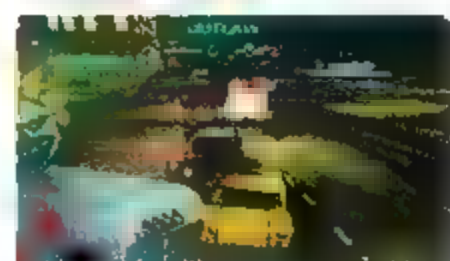
7.5



Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love.

## TWISTED METAL

7



The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first.

## TWISTED METAL 2

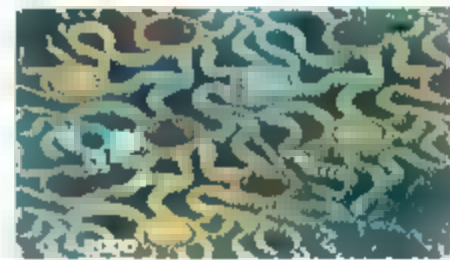
8



The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe.

## VIEWPOINT

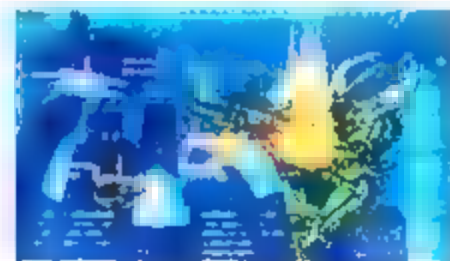
8.5



Colourful and visually attractive shoot 'em-up. Tricky to play however, but has that old school arcade feel to it.

## X2

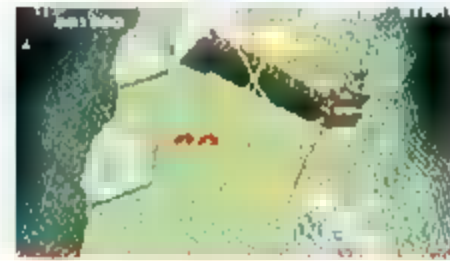
8



Ultra difficult shoot 'em-up with more mayhem and weapons than most and a storming techno soundtrack too.

## XEVIOUS 3D/G+

4



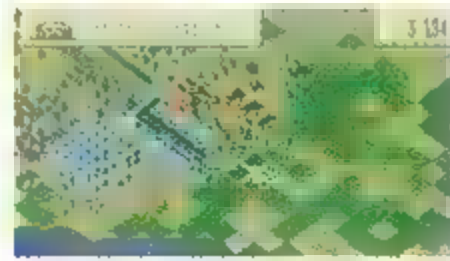
A pointless shoot 'em-up which is absolute dross and carries the worst name in video gaming history.

## STRATEGY

Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though.

## AIV EVOLUTION GLOBAL

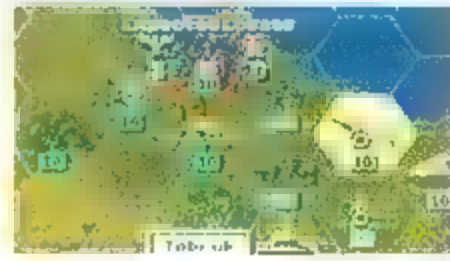
6.5



Sim Cityesque train network builder which may be boring as hell for most, but PC owners will cream over it.

## ALLIED GENERAL

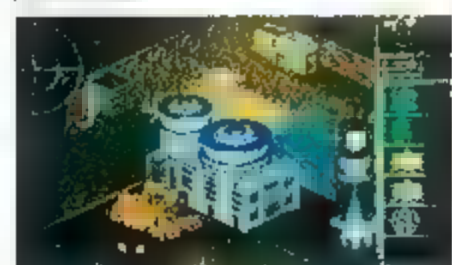
5



A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing. We didn't.



## BEDLAM



**6**  
Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too.

## CARNAGE HEART



**8**  
Bizarre robot fighting going on for a change. Robot fans should love every second of a good title.

## COMMAND & CONQUER



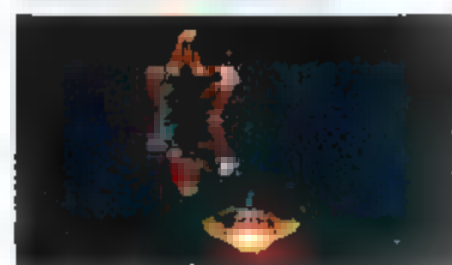
**8.5**  
The classic war strategy game. Still causing players major headaches and still worth every second of your time.

## C&C: RED ALERT



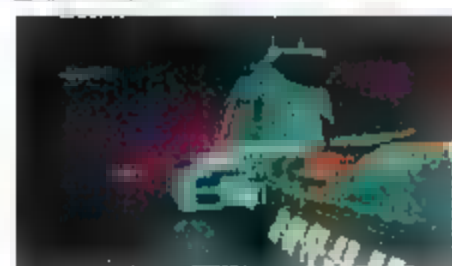
**9**  
The second installment of C&C is a huge improvement with more action and strategy than ever before.

## DARKLIGHT CONFLICT



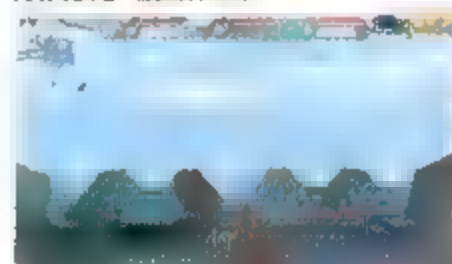
**7.5**  
Strategy as well as a busy trigger finger will get you through this. Still some patience to boot and you'll be away.

## DEFCON 5



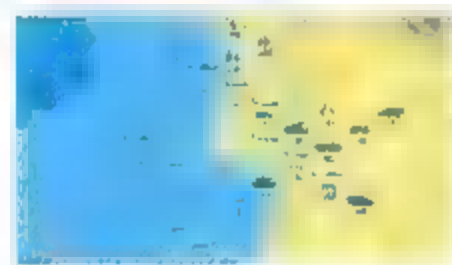
**6**  
3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed.

## MAGIC CARPET



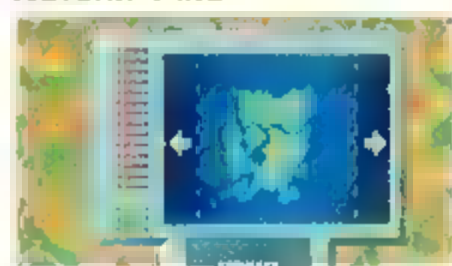
**7.5**  
Mystical carpet flying. A very strange strategy action game. One of Bullfrog's fine early moments in gaming.

## PANZER GENERAL



**5**  
More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing.

## RETURN FIRE



**7**  
Strategy and action are the key points to this strange game. Try before you buy just in case you hate it.

## SIM CITY 2000



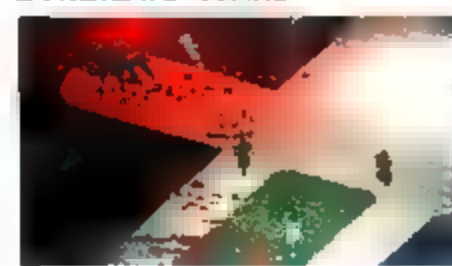
**7**  
The ultimate in megamania. Play is a little quirky however but if you can put up with that then you're laughing.

## SPACE HULK



**8**  
Strategy test. Takes time to suss out but is worth the effort as the rewards are great in the end. Stick with it for a bit.

## SYNDICATE WARS



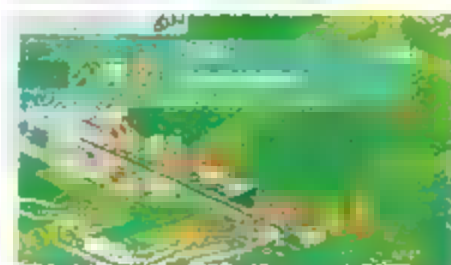
**8.5**  
The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it.

## THEME PARK



**7.5**  
Sim City-esque Atom Towers development. Watch out for people smacking up all over the show though.

## TRANSPORT TYCOON



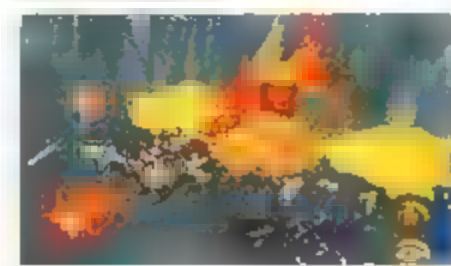
**8**  
The best ever train game up to this time. Playstation. Build a successful infrastructure and win.

## WARCRAFT 2



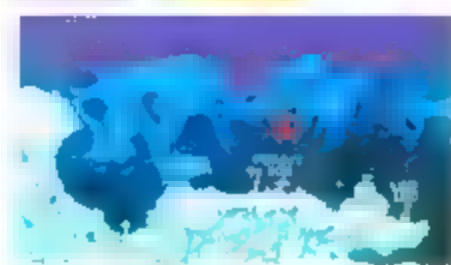
**9**  
A Command & Conquer style affair. A bloody fantastic strategy game that you will simply adore after two hours.

## WARHAMMER



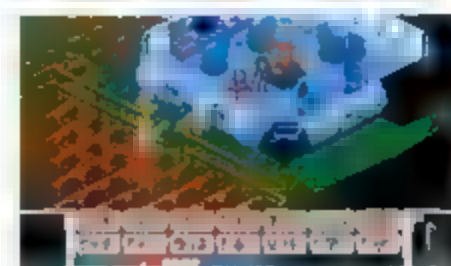
**7**  
Strategy in abundance in this one. Go for it with your hammer and gather those game pieces to oblivion.

## WORMS



**9**  
The silly fighters start in the best multi-player game available on any format in our opinion. Get your mates in.

## X-COM: ENEMY UNKNOWN



**8.5**  
The aliens have landed and need a damn good hiding in this strategy test. Go get em tiger and send em home.

## X-COM: TERROR FROM THE DEEP

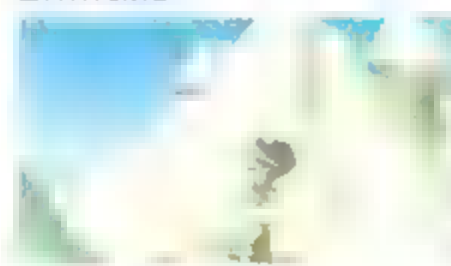


**9**  
The sequel to Enemy Unknown isn't just another improvement. Best alien game to date.

## SPORTS

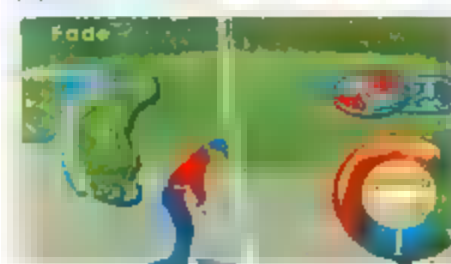
Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked.

## 2XTREME



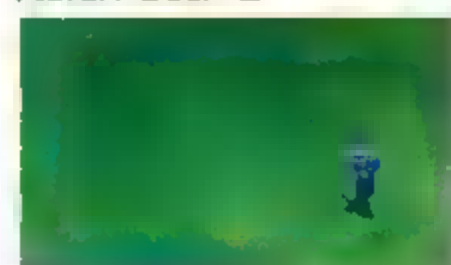
**4.5**  
Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word 'shite' to you.

## ACTUA GOLF



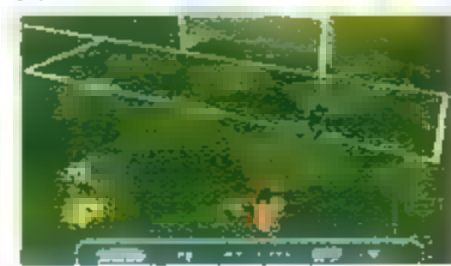
**8**  
The original golf game had a few minor faults but it had the business for the sport on the Playstation.

## ACTUA GOLF 2



**8.5**  
With the faults removed, the sequel is the best golf game available on the PSX. We challenge you to beat it.

## ACTUA SOCCER



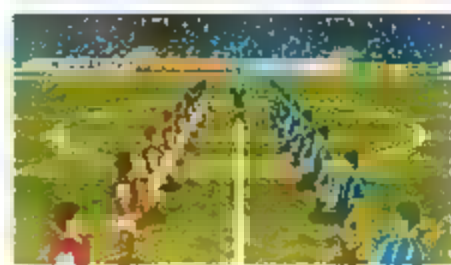
**8**  
The first classic footy game for the Playstation has dated a little since its arrival. Still worth a peek though.

## ACTUA SOCCER



**9**  
If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic.

## ACTUA SOCCER: CLUB EDITION



**6**  
Not so much a sequel as the same game with league teams included. What more do you need? Wolves fans?

## ADIDAS POWER SOCCER



**7**  
Predator shots and in this bizarre footy test with a high profile sports gear licence. Sporty Spice here we come.

## ADIDAS POWER SOCCER '97



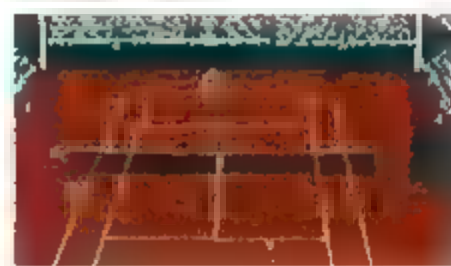
**7.5**  
More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

## ALL STAR SOCCER



**8.5**  
Surprisingly enjoyable footy game which doesn't take itself too seriously. Hated by some though.

## BREAK POINT



**7**  
Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something.

## COOL BOARDERS



**7**  
Ultra playable and ultra short snowboarding game. It's trendy to get on but the game never really got there.

## DAVIS CUP TENNIS



**8**  
Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here.

## ESPN EXTREME SPORTS



**7.5**  
BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think.

## FIFA '96



**7.5**  
A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning.

## FIFA '97



**9**  
Definitely the best of the FIFA bunch to date. Good everything included. Footy fans check it out today. Please.

## GOAL STORM



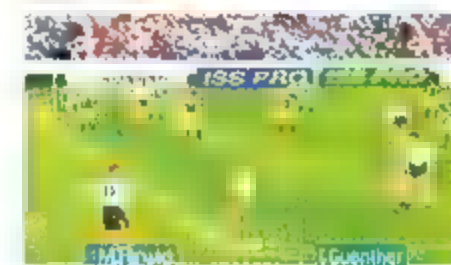
**7**  
Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games.

## ISS DELUXE



**7.5**  
A pretty bland footy affair which could have been better. But wasn't. So avoid it at all costs.

## ISS PRO



**7.5**  
Perhaps the most overrated football game ever. Check out the N64 version for instance for how it should have been.

## INT. TRACK & FIELD



**9**  
This remains one of the most playable and addictive games available. Still an office favourite even now.

## JONAH LOMU RUGBY



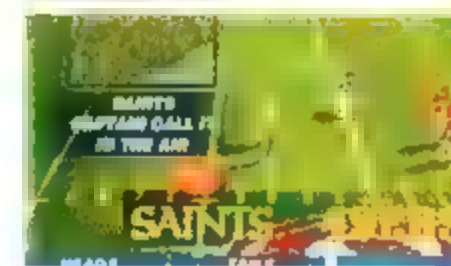
**9**  
One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now.

## KICK OFF '97



**6**  
Tries a little too hard to be something special but ends up being as dull as they come. Should be better.

## MADDEN NFL '97



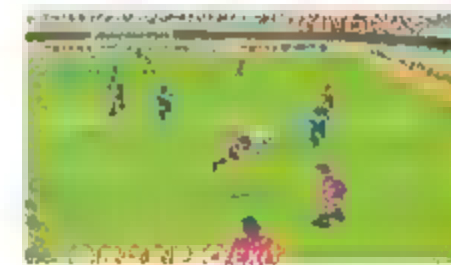
**8**  
Cracking NFL game that whips the American butts of any other attempt so far. Buy it right now or die.

## MADDEN NFL '98



**8.5**  
As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength.

## NAMCO EUROPEAN SOCCER



**7**  
Unimpressive football sim and that's all you can say about it. Er, I've got some lines left... help me, please.

## NAMCO SMASH COURT TENNIS



**9**  
The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably.

## NBA IN THE ZONE



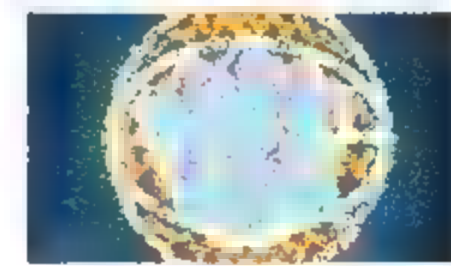
**8**  
Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion.

## NBA IN THE ZONE 2



**8.5**  
Yet another basketball sequel which is practically identical to the original and every other game of BB.

## NBA JAM EXTREME

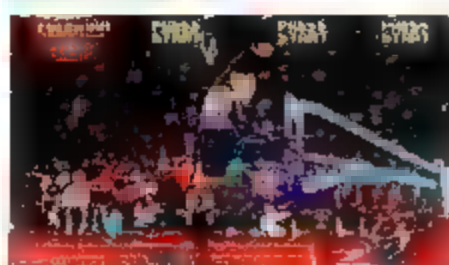


**8.5**  
A rather playable if uninspiring basketball sim. At least tries to be different and exciting. Almost makes it.



## NBA JAM TE

8.5



More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it.

## NBA Live '96

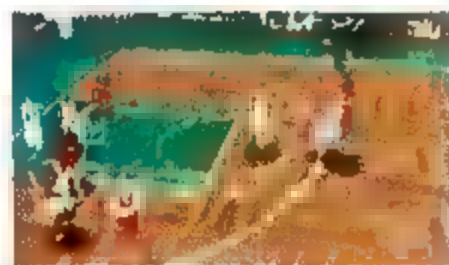
8



It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?

## NBA Live '97

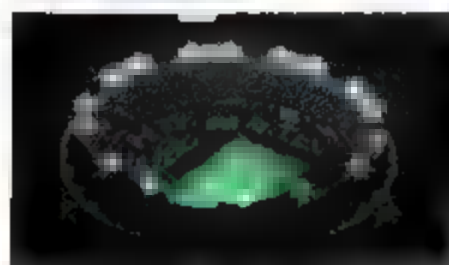
8.5



Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

## NFL GAMEDAY

9



American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

## NFL QB CLUB '96

8



The American Football Handwagon continues to bring average games like this along with it. Good eh?

## NHL '97

8



Another average ice hockey game. What is it about American sports that inspire such sammy games all the time?

## NHL '98

9



Yet another stunning release from EA Sport's stable. 4 contenders for the best ice hockey game for your PlayStation.

## NHL FACEOFF

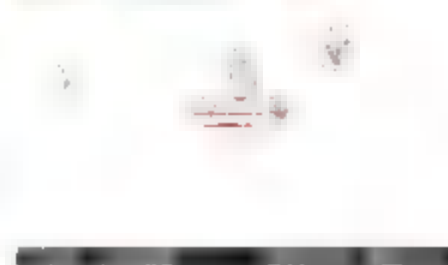
9



Fantastice hockey game that really stands out from the crowd. A great improvement on the old.

## NHL FACEOFF '97

7



The not so good predecessor's besties make game over the. Should have been much more better than this.

## NHL POWERPLAY HOCKEY

8



Friendlier hockey game that never quite makes it to great heights but has a damn good time before falling flat after a late attempt.

## OLYMPIC GAMES

7



Take part in various outdoor sports in this rather splendid release. Not Sydney but you can't have everything.

## OLYMPIC SOCCER

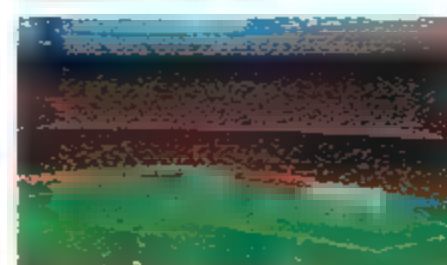
9



Instant this has got just about the best of the best. Player number 10. Top notch. Best. Don't miss it.

## ONSIDE SOCCER

8



Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

## PGA TOUR '96

8



Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that.

## PGA TOUR '97

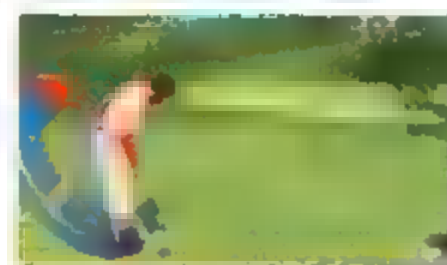
7



The updated version still lacks the killer move that we've come to expect from the rest of EA Sports games.

## PGA TOUR GOLF '98

8



Releasing an update often as Paul has these and control. Outlines a better even if it is a treat.

## PLAYER MANAGER

7



Unimpressive and flawed attempt at sports management. Still a reason to play the PlayStation though.

## POWER MOVE PRO WRESTLING

8



A better than average wrestling test which isn't saying that much really is it. Always. Can't have that.

## POWER SOCCER 2

7.5



An improvement on Adidas from Psynopsis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately.

## SAMPRAS EXT. TENNIS

8



Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes.

## SLAM 'N' JAM '96

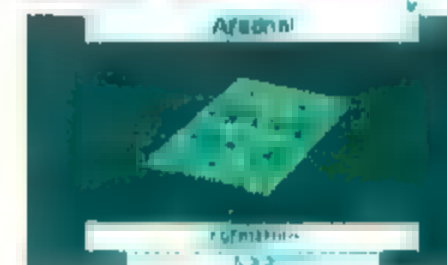
8



Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really.

## SOCCER '97

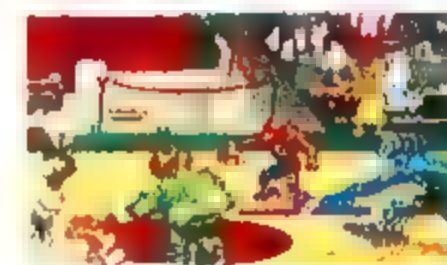
9



Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it.

## SPACE JAM

6



Movie license shenanigans which combine basketball and cartoons. Crap so avoid it, unless you don't listen!

## STRIKER '96

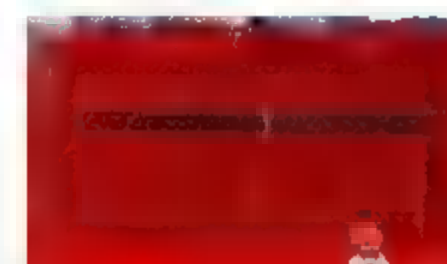
7



The best football game to impress. Dated in today's standards. A bit repetitive too. Let's be careful out there.

## TENNIS ARENA

8



Is it any good, or is it not? This is the argument which has been raging for weeks now. Beauty is in the eye of the beholder indeed.

**N**OW THAT YOU CAN SEE FOR YOURSELF THE MOUNTAINS OF GAMES RELEASED SO FAR FOR THE PLAYSTATION, COMPLETE WITH THEIR PRO SCORES, YOU SHOULD NEED LITTLE HELP IN FINDING A CLASSIC ADDITION TO YOUR CURRENT COLLECTION OF TITLES.

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G-POLICE

FI '97

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RESIDENT EVIL

WHEELS 2097

SUPER PURPLE FIGHTER

MEN MACHINES

TEKKEN 2

SOUL BLADE

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CRASH BANDICOOT 2

WORMS

DIE HARD TRILOGY

TOCA TOURING CAR

COMMAND & CONQUER: RED ALERT

TOM DRIVIN'

ODD WORLD: ABE'S ODYSSEY

COWBOY WARS

TEAM RAIDER 2

ACTUA SOCCER 2

TIME CRISIS

STREET FIGHTER EX PLUS ALPHA



## TEN PIN ALLEY

4.5



Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way, shape or form. Honestly.

## TOTAL NBA '96

8



Perhaps basketball's most important attribute is its inevitable segue, which is underneath here!

## TOTAL NBA '97

9



Taking the original one step further, an absolute slam dunker, if that's what you like of course! Each to their own.

## V TENNIS

6



Be your own Agassi in this substandard tennis affair. I suppose it would be your own Agassi as well. Hmm.

## VICTORY BOXING

8.5



More than a neat 'em-up, this actually requires you to build up your boxer to take on the big time pros.

## VIRTUAL GOLF

7.5



Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I do that anyway.

## VIRTUAL POOL

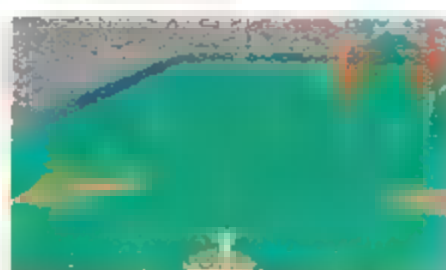
6



The only true pool simulator available. It's not much cop though but you can't have everything all the time.

## VR BASEBALL

8



Home Run Derby and training graphics are the reason simulation points to this bat and ball game.

## WCW VS THE WORLD

8



Who knew what to expect when you saw these things. This is better than most but does it make the full story?

## WWF IN YOUR HOUSE

5.5



Or, as the phrase may well be, 'Then Get Out Before I Can Hear the Voice You Break'. It's time, World Wildlife Fund, WWF??

## WWF WRESTLEMANIA

8.5



More of the same, only slightly better than most in a truly button-mashed way. Try before you buy, is the deal here.

## WORLD CUP GOLF

5



Totally dreadful golfing game. Went back from whence it came which stank a bit. Sorry but ads and don't do it again.

## MISC

Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

## AQUANAUT'S HOLIDAY

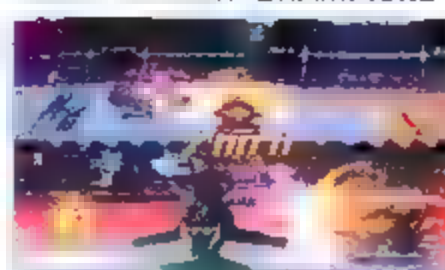
2.5



Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

## BALL BLAZER CHAMPIONS

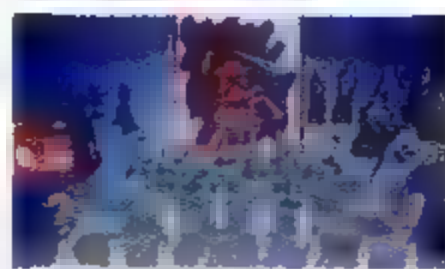
6.5



3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are.

## CHESSMASTER 3D

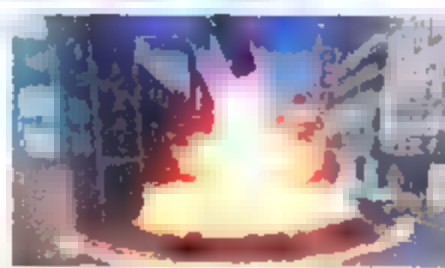
4.5



A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

## DIE HARD TRILOGY

9



Thrills and spills from start to finish in this varied movie caper. A great game well worth your attention and cash.

## EXTREME PINBALL

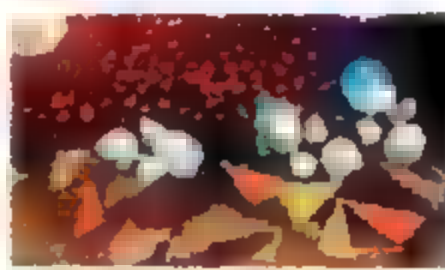
3.5



Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something.

## FROGGER

7.5



The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly.

## OVERBOARD

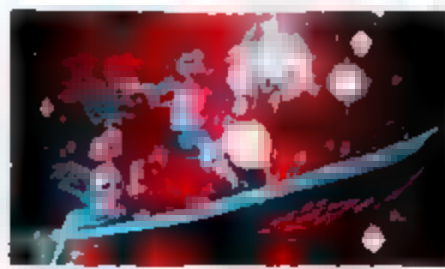
6



A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player.

## PITBALL

8



Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please.

## PARAPPA THE RAPPER

9



The most original game on the PlayStation to date. You've never seen anything like this before.

## PRO PINBALL: THE WEB

8



A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days.

## REBEL ASSAULT 2

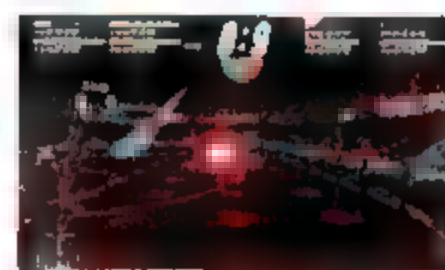
7.5



Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess.

## RIOT

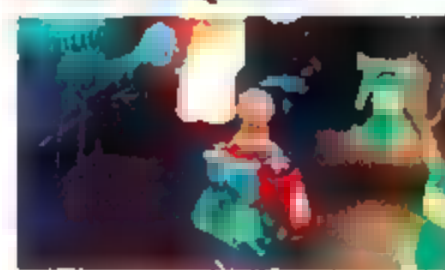
6



Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs.

## ROSCO McQUEEN

8



Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony.

## TILT!

8



Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too.

## TRUE PINBALL

9



Another in the long line of pinball games. Better than most but that's not saying that much though really.





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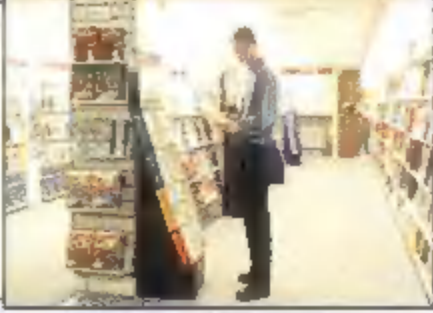
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